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SOULCALIBUR II™

THE COMPLETE OFFICIAL GUIDE

XBOX NINTENDO GAMECUBE PlayStation.2

Transcending history and the world, a tale of souls and swords.

Endless legends have existed around the sword Soul Edge: the ultimate weapon, a hero's sword with the unlimited power of the gods, the source of eternal youth and a cure for all ills...

Its true nature, however, is absolutely evil. It is a mighty and demonic sword which feeds on human souls. The sword Soul Calibur was created to counter this dark blade's demonic power.

Over the course of centuries, both swords often came to blows, but because nobody knew the history, none of these struggles between the forces of good and evil ever came to light.

Four years ago – after one such encounter – the battle seemed resolved. Soul Edge was destroyed and Soul Calibur was left behind in another world. But the power of the evil sword lived on in its fragments!

This is your tale of souls and swords...

CONTENTS

BASICS 4

Controller Settings 6
Game Modes and Menus 8
Options 12
Game Screen 13
Match Rules 14
Basic Techniques 15

FIGHTING SCHOOL 22

Basic Decisions 24
Practice Mode 26
Combat Training in 13 Lessons 30

CHARACTERS 42

How to Use the Character Information 44
Astaroth 46
Cassandra 50
Cervantes 54
Charade 58
Heihachi 60
Ivy 64
Kilik 68
Link 72
Maxi 76
Mitsurugi 80
Necrid 84
Nightmare 88
Raphael 92
Seung Mina 96
Sophitia 100
Spawn® 104
Taki 108
Talim 112
Voldo 116
Xianghua 120
Yoshimitsu 124
Yunsung 128
Assassin 132
Berserker 136
Lizardman 140

WEAPON MASTER MODE 144

General 145
Overview of Chapters 146
All Extras and the Shops 156
Different Rankings 159

SECRETS 160

Little Secrets... 161
The Secret Routes in Weapon Master Mode 162
The Collection History 163

MOVE LISTS 168

Astaroth 170
Cassandra 172
Cervantes 175
Heihachi 178
Ivy 180
Kilik 183
Link 186
Maxi 189
Mitsurugi 192
Necrid 195
Nightmare 197
Raphael 201
Seung Mina 205
Sophitia 207
Spawn® 210
Taki 213
Talim 216
Voldo 218
Xianghua 222
Yoshimitsu 226
Yunsung 230
Assassin 233
Berserker 234
Lizardman 237

INDEX 240

Comprehensive Keyword Index 240

FOLD-OUT AND KEY 244

Important Abbreviations and Key at a Glance 244

BASICS

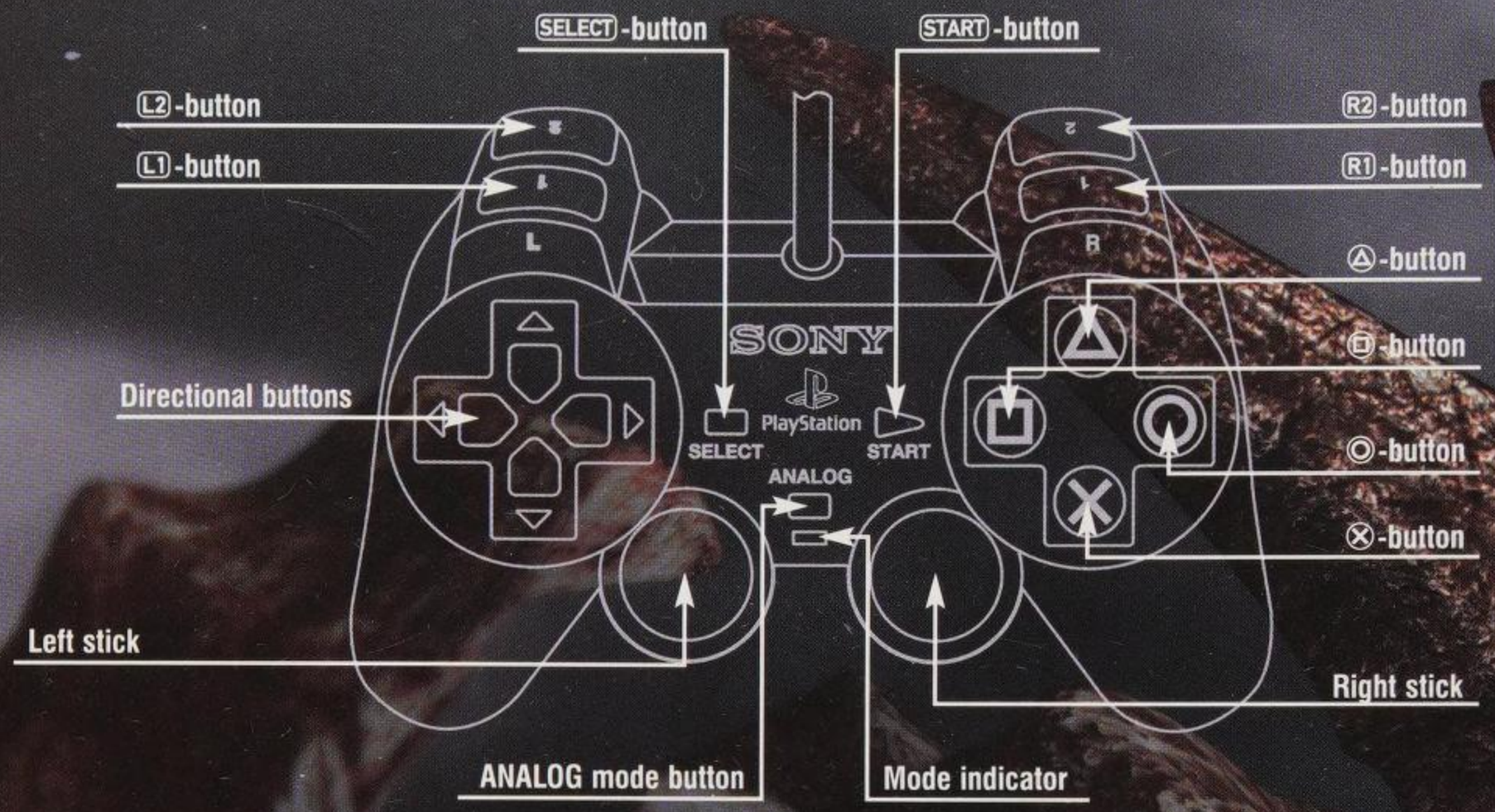
Are you a novice when it comes to fighting games? If Soulcalibur II is the first game of this kind for you, then take some time to read the following pages – primarily starting from Game Screen. Many chapters in this book are based on the information contained in this section and reading through this once will not only help you to understand how the game is played, it will actually increase your enjoyment (and performance)!

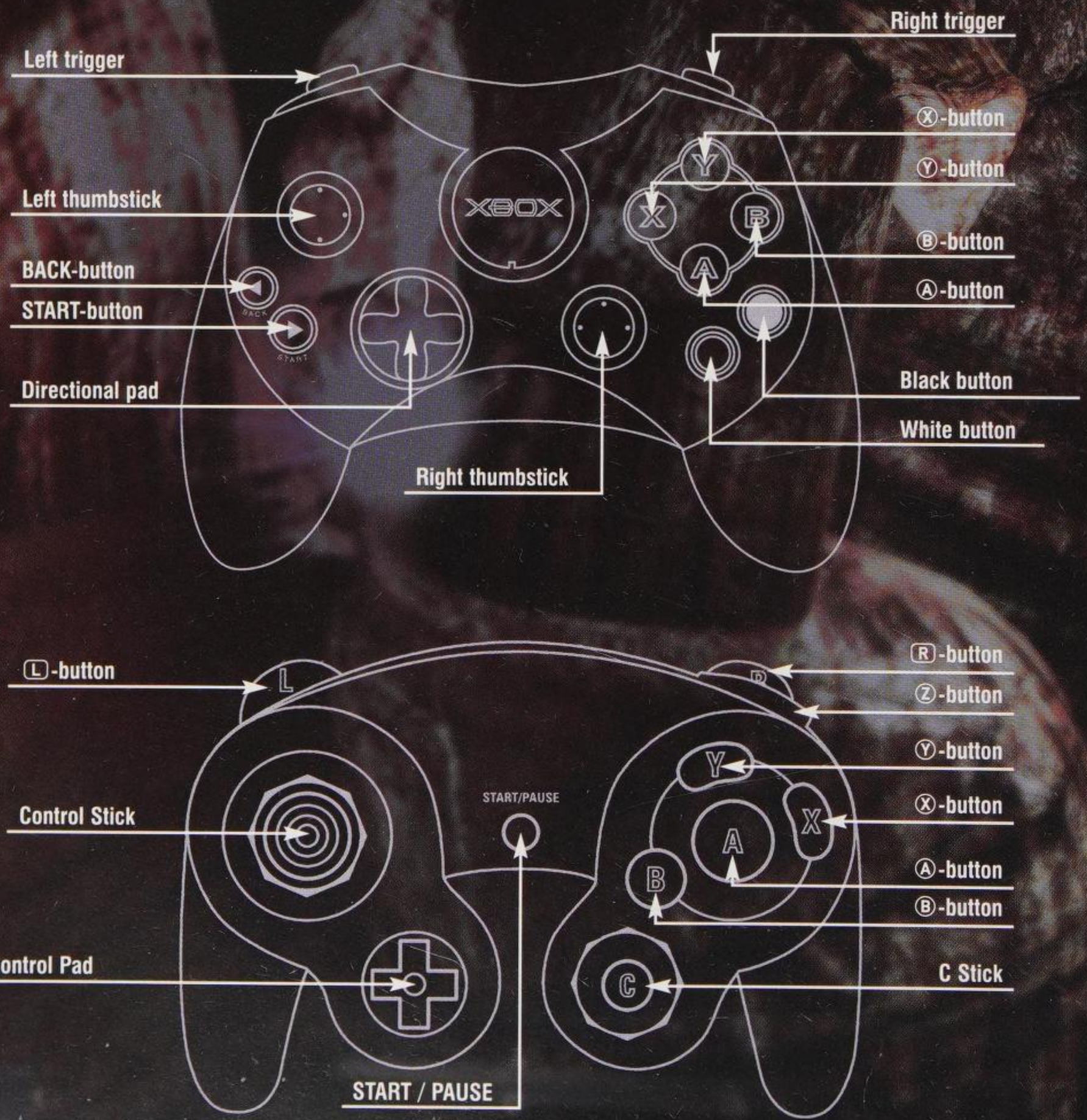
SOULCALIBUR II™

BASICS
FIGHTING SCHOO
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

CONTROLLER SETTINGS
GAME MODES AND MENUS
OPTIONS
GAME SCREEN
MATCH RULES
BASIC TECHNIQUES

CONTROLLER SETTINGS





BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

CONTROLLER SETTINGS
GAME MODES AND MENUS
OPTIONS
GAME SCREEN
MATCH RULES
BASIC TECHNIQUES

Generally Speaking...

... for PlayStation® 2
You can confirm your choice by pressing the ⊗ button and cancel your selection with the △ button. By pressing the button combination L1 + L2 + R1 + R2 + START + SELECT simultaneously, you will return to the game's start screen (soft reset).

... for Xbox™
You can confirm a choice with the Ⓐ button and cancel it with the Ⓑ button. Press START and BACK simultaneously for three seconds to activate a soft reset.

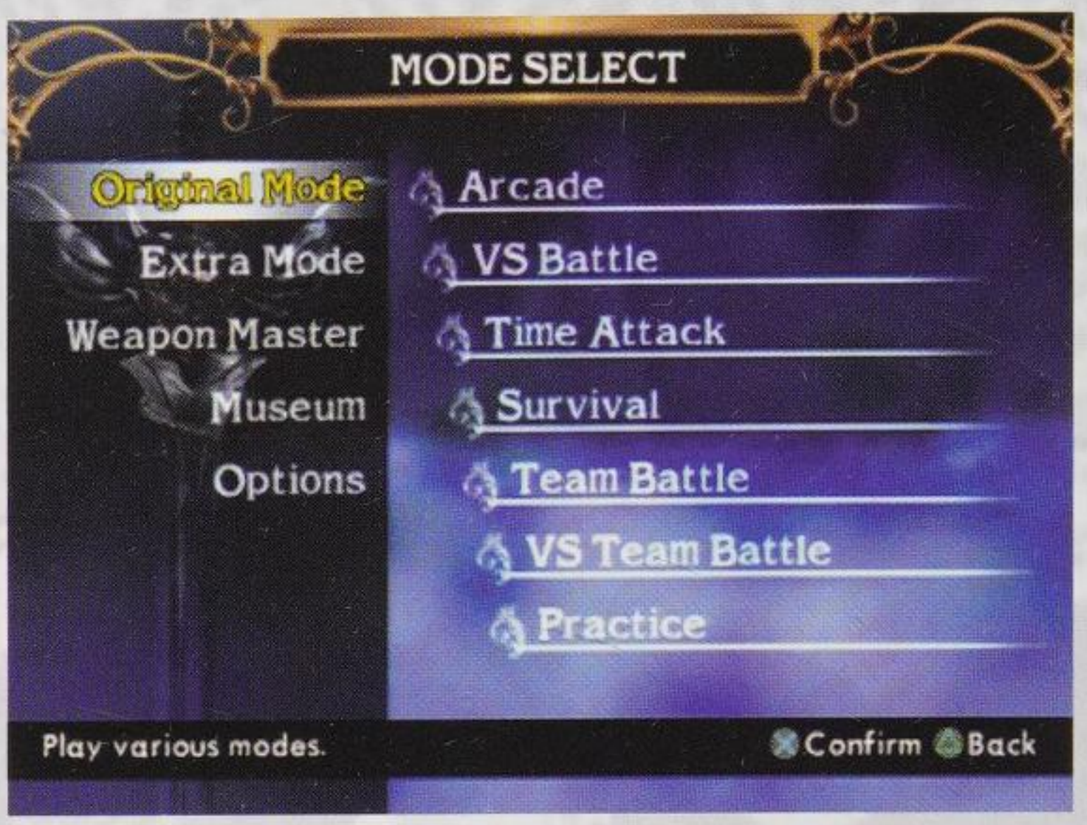
... for GameCube™
Confirm you choice by pressing the Ⓐ button and cancel it with the Ⓑ button. Press the soft reset button on the top of your console in order to activate a soft reset.

	PlayStation® 2	Xbox™	GameCube™
Move character / select menu items	**Directional buttons** or **left analog stick**	**Directional pad** or **left thumbstick**	**Directional buttons** or **control stick**
Pause / bring up pause menu	START	**START-Button**	**START-button**
Horizontal strike (A)	□	Ⓧ-button	Ⓐ-button
Vertical strike (B)	△	Ⓨ-button	Ⓨ-button
Kick (K)	○	Ⓑ-button	Ⓧ-button
Block (G)	⊗ or L1	**A button** or **Left trigger**	Ⓑ-button or Ⓛ-button or Ⓡ-button
A and B simultaneously	L2	**Black button**	**C stick left**
Kick (K)	R1	**White button**	-
A and B and K simultaneously	R2	**Right trigger**	Ⓩ-button and **C stick up**
B and K simultaneously	-	-	**C stick right**
A and K simultaneously	-	-	**C stick down**
In menu: confirm choice	⊗	Ⓐ-button	Ⓐ-button
In menu: confirm choice	△	Ⓑ-button or **BACK button**	Ⓑ-button
Change costumes	□	Ⓨ-button	Ⓨ-button

GAME MODES AND MENUS

Original Mode

Initially, you may select from fifteen characters in the game modes outlined below and a further five characters can be unlocked; please refer to the Secrets chapter on (page 163) for more details. The three characters – Lizardman, Assassin and Berserker (see page 163) – can be unlocked for the game modes VS Battle, Team Battle, VS Team Battle and Practice. Records and statistics from games already played are saved and can be viewed by selecting Options and then Records.



Arcade

This is the normal Arcade mode from the Arcade version for one or two players. Each character will undertake eight fights, and you will be awarded with a short video sequence as well as 1,000 Gold for each victory. In the event of a defeat, you will still gain 100 Gold. Inferno is always the boss and your seventh opponent will depend on which character you have selected; please refer to the following table:

Character	7th opponent
Astaroth	Maxi
Cassandra	Charade
Cervantes	Ivy
Charade	Cassandra
Heihachi	Raphael
Ivy	Cervantes
Kilik	Xianghua
Link	Raphael
Maxi	Astaroth
Mitsurugi	Taki
Necrid	Talim

Character	7th opponent
Nightmare	Raphael
Raphael	Nightmare
Seung Mina	Yunsung
Sophitia	Cassandra
Spawn®	Raphael
Taki	Mitsurugi
Talim	Yunsung
Voldo	Yoshimitsu
Xianghua	Kilik
Yoshimitsu	Voldo
Yunsung	Talim

VS Battle

This game mode can only be played with two players. You can alter your energy level prior to the fight in order to balance out any differences between players. The stages can be selected at will.

Time Attack

The objective here is to win every battle as quickly as possible. The Pause function is switched off, and Inferno is always the boss. For one player only.

Standard: There are eight fights. The winner of each fight is on the basis of the best out of three. Level of difficulty: normal. You will be awarded 1,200 Gold.

Alternative: There are eight fights. The winner of each fight is on the basis of the best out of three. Level of difficulty: hard. You will be awarded 1,600 Gold.

Extreme: This mode comprises 16 fights in straight rounds. Level of difficulty: very hard. You will be awarded 2,000 Gold.

Gold for the Weapon Master Mode

You will be awarded with Gold to buy weapons in the Weapon Master mode after having successfully completed a game in most game modes (and sometimes also if you fail). However, to receive Gold you must already have mastered Chapter 1-1 in Weapon Master Mode.

Survival

This one is a challenge. Fight your way through 50 arenas in straight rounds, with a time limit of 50 seconds per round and without the Continue function! There is no Pause function, a neutral block is not possible and a small amount of your energy level will return following each round. The boss is Inferno. You will be awarded 5,000 Gold after each game. For one player only.

Team Battle

Pick a team consisting of up to three characters and fight against the computer's team of three. Each character may be selected once only and after you have fought successfully against a team of three, your team members will regain their full energy level. If a fighter is defeated, the next one in the team will take over. There are 5 stages in this game mode with Inferno as the boss. For one player only. After completing each game you will be awarded 1,200 Gold.

VS Team Battle

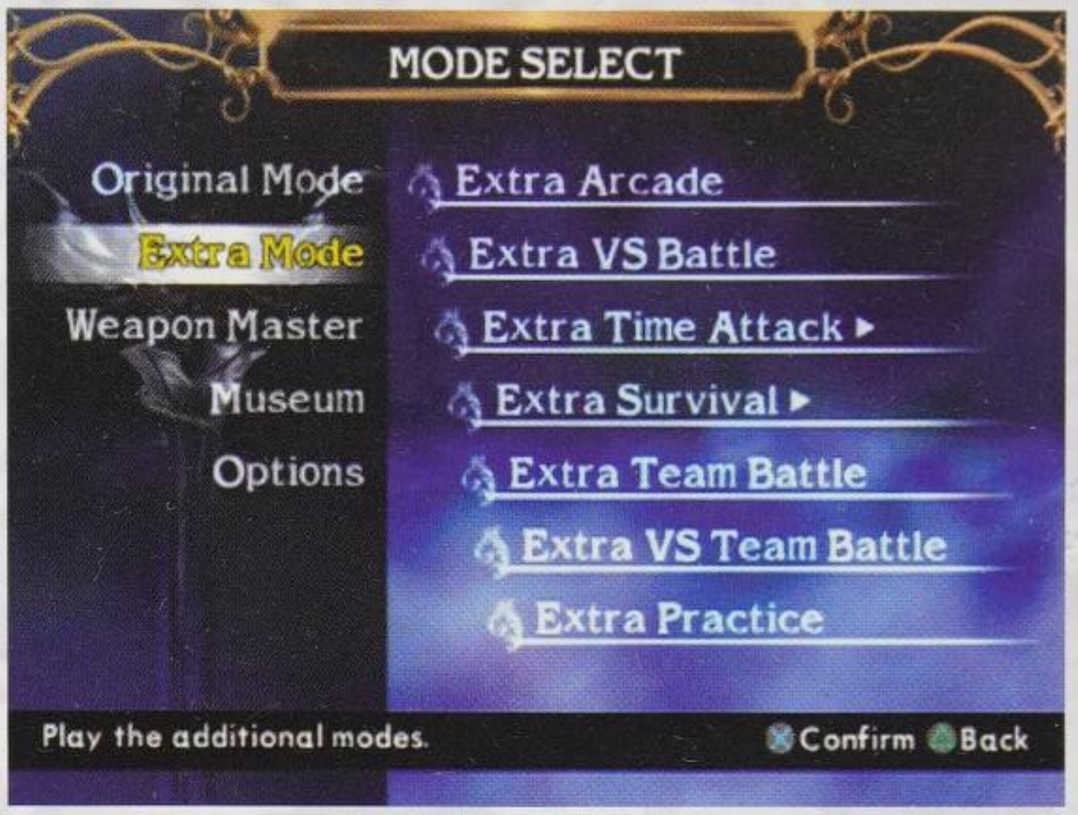
Pick a team consisting of up to eight characters and compete against a friend's team comprising no more than eight fighters. These teams do not necessarily need to have the same number of characters. Apart from the fact that you may freely select your stage, the conditions are the same as for Team Battle. You will not be awarded Gold. For two players only.

Practice

Practice Soulcalibur II. You will find tips for this practice mode in the Fighting School chapter.

Extra Mode

This mode and the game modes contained within it must be unlocked. Weapons gained in the Weapon Master mode can be used in this game mode. You can find out what prerequisites need to be fulfilled by referring to the Secrets chapter. The following descriptions focus mainly on the differences with respect to the original game mode. As mentioned before, you can obtain Gold for the Weapon Master mode.



Extra Arcade

Play Arcade mode with your additional weapons. You will receive 2,000 Gold after completing the game.

Extra VS Battle

Take on another player with your extended selection of weapons and also fight on the stages which you unlocked in the Weapon Master mode (see page 164). This mode is for two players only.

Extra Time Attack

Make use of your additional weapons and make sure you win every fight as quickly as possible. Inferno is the boss. For one player only.

Standard: There are eight fights. The winner of each fight is on the basis of best out of three. Level of difficulty: normal. You will be awarded 1,800 Gold.

Alternative: There are eight fights. The winner of each fight is on the basis of the best out of three. Level of difficulty: hard. You will be awarded 2,400 Gold.

Extreme: There are 20 fights in straight rounds. Level of difficulty: very hard. You will be awarded 3,000 Gold.

Extra Survival

Compete against your opponents with your additional weapons in 50 fights, all straight rounds and with Inferno as the boss. For one player only. The amount of Gold attained will depend entirely on the number of opponents you have defeated. Nevertheless, you will be awarded at least 100 Gold.

Standard: Normal fights, in straight rounds, where opponents will use their additional weapons. You will be awarded 100 Gold for every defeated opponent.

Deathmatch: Each hit, which has not been fended off, will determine victory or defeat in this mode. You will be awarded 50 Gold for every defeated opponent.

No Recovery: This comprises normal fights, in straight rounds, but you will not regain any of your energy level. 100 Gold will be awarded for every defeated opponent. Our tip: it would be wise to select a weapon, which will restore your energy level.

Extra Team Battle

This is the same as the Team Battle mode except that you can use the extra weapons. You will be rewarded with 2,600 Gold after completing each game. For one player only.

Extra VS Team Battle

You can use the extra weapons here. Otherwise, it is just the same as the VS Team Battle mode. For two players only.

Extra Practice

Practice Soulcalibur II with the extended range of weapons. You will find tips on the practice mode in the Fighting School chapter.

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS
CONTROLLER SETTINGS
GAME MODES AND MENUS
OPTIONS
GAME SCREEN
MATCH RULES
BASIC TECHNIQUES

Weapon Master

In this game mode you will be taking part in fights which are linked to each other by a complicated story and will be able to unlock all sorts of extras. Please refer to the Weapon Master chapter for more details.

New Game

Start your search for additional weapons and other extras. You will come up against LEON or MINERVA depending on which character you select. The character, which is concealed behind either LEON or MINERVA, will be subject to the same conditions as to those in the seventh battle in Arcade mode (see table on page 8).

Continue

Continue your game from your last save point. If you have already finished playing the Weapon Master mode, you will be faced with the difficult Extra Missions.

General

Highlights in Weapon Master mode include fights with certain conditions attached, the possibility of playing for extras and buying up to ten additional weapons per character. You not only have to fight your way through the missions contained in this game mode, you must also acquire as much Gold as possible to ensure funds for purchases. You will be awarded Gold for each successfully accomplished mission even when you play again. When replaying, however, the amount will be less.

Course of Events

- Firstly, start the Weapon Master mode and enter a name. Select a character (you can change the character at a later stage) and begin.

- The first screen shows a World Map displaying the Chapters which have already been unlocked thus far, your EXP (experience points) and Gold. By pressing START you can bring up the Command Menu to select from the following: a different weapon, a character, go shopping or secure your score. In addition, text information can be called up and a chapter selected.

- You will see the Chapter's missions on the Chapter map. However, you will only be able to play those missions, which are placed along the dotted path. You will have to fight your way from one mission to the next.

- Once you have selected a mission, you will receive some initial information; existing records, fighting tips and information on the plot and the level of difficulty. If you have already completed Chapter 10-3 of the Weapon Master mode, the more difficult Extra Mission of the respective Chapter will be displayed. Select normal mission using the directional buttons.

- The fight will then follow. For information on specific features in this stage, or awards in the event of a victory, check out the game's on screen text or the Weapon Master chapter.

- If you win you will receive EXP (to boost your Ranking) and Gold in order to buy new weapons and extras in the Shops. In addition, there are ways to unlock new missions and, occasionally, new game modes or characters' costumes. If you do not win, you will only receive a limited amount of EXP and Gold.

Museum

The Museum and the options located inside must firstly be unlocked. Find out how to do this in the Secrets chapter on pages 163-164.

Art Gallery

You can view pictures here which have been unlocked during the game.

Hi-Res: Under this menu item you will find high-resolution images of character portraits.

Illustrations: Illustrations of the characters can be called up under this menu item.

Special: Some special photos from Soulcalibur II can be found here.

Battle Theater

Two computer-controlled characters of your choice compete against each other with any kind of weapons. By pressing START during a fight you can bring up a menu to select different settings.

Exhibition Theater

Select a character and one of his weapons to call up a weapon demonstration. You can vary the settings by pressing START.

Character Profiles

Select a character and one of his weapons in order to view his Profile and Stage. All of the character's game phrases can be called up with Voice.

Weapon Gallery

You can view all of the weapons, which you have already activated, and read about them in more detail.

Demo Theater

This menu item will activate a string of video sequences.

Character Ending: Take a look at the characters' short film sequences.

Weapon Master Opening: You can call up the opening of the Weapon Master mode here.

Weapon Master Ending: View the short video sequence of the Weapon Master mode.

Opening (Home Ver.): This menu item will play the game's opening sequence.

Opening (Acade Ver.): Select this menu item to view the opening sequence of the arcade version.

Ending (Arcade Ver.): You can call up the short film sequence to the arcade version here.

OPTIONS

Game Settings

You can adapt the game to your personal requirements. The available settings are on the left of the screen and the game modes are on the right. The selected setting affects only those game modes that are highlighted.

Controller Settings

Under this menu item the controller settings can be selected and the vibration function switched on or off. For starters you can programme a complicated button combination (e.g. A+B+K) onto one button here, which will then be easier to execute.

Display Settings

Different settings for your television can be selected with this menu item.

Adjust Display: This adjusts the picture to the size of your television screen.

Brightness: Select this option instead of adjusting the brightness on your television set.

Screen Ratio: Choose between the picture formats: either 4:3 (normal) or wide-screen 16:9 (cinema screen).

Sound Settings

This enables you to set the different sound and language settings and you can select whether or not you wish to play in surround, stereo or mono.

Records

You can take a look at your records and game statistics here.

Collection History

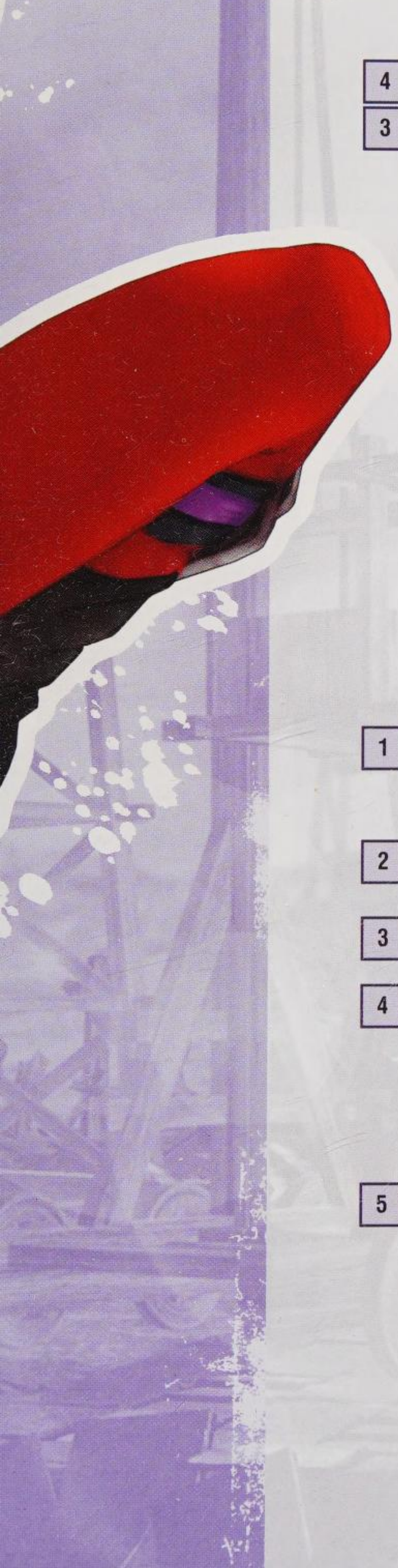
You can view the objects that you have unlocked here. A list of all features is available in the Secrets chapter.

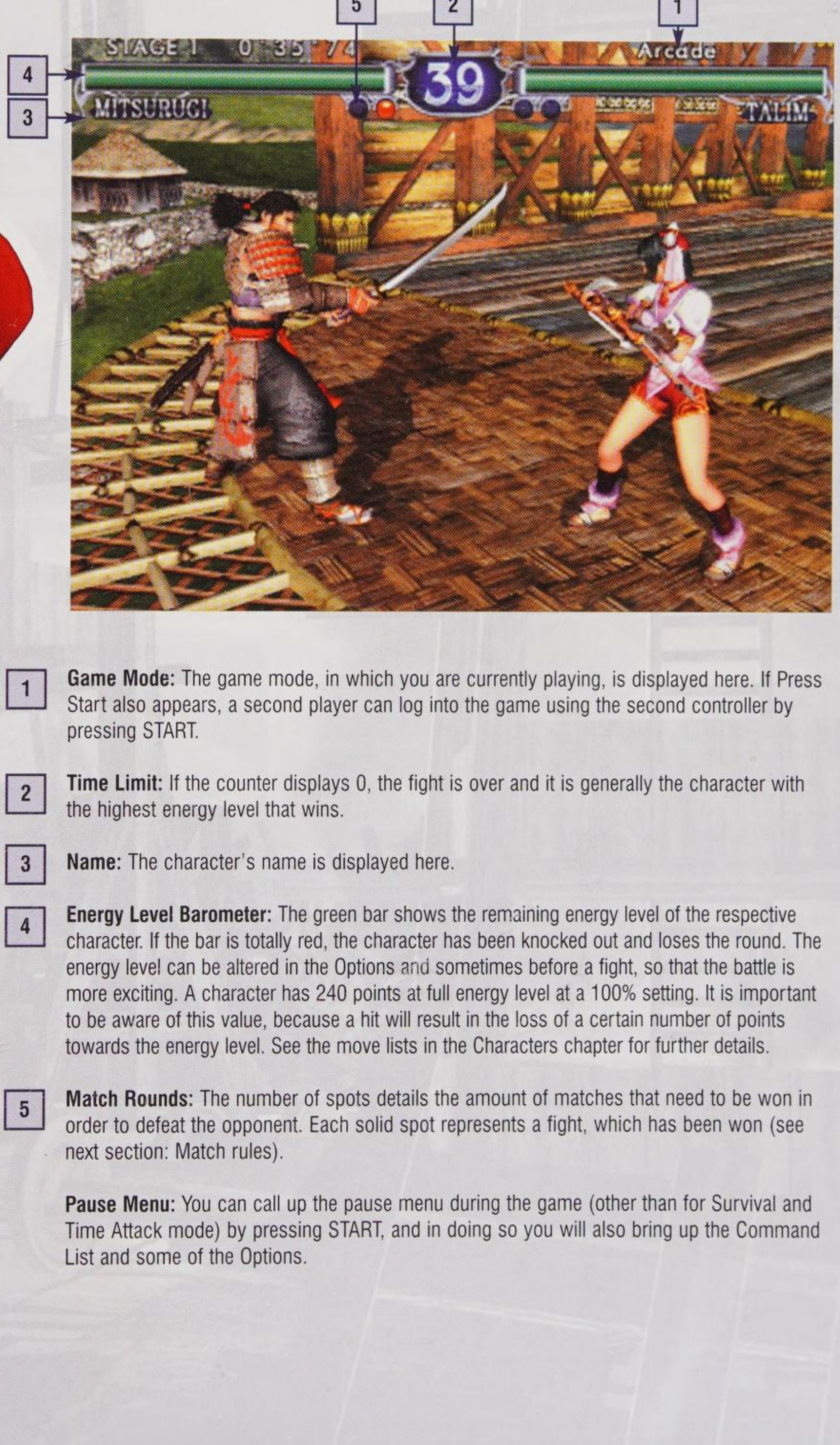
Save & Load / Hard Disk / Memory Card

Load or save your game data and switch the Auto Save function on or off.

GAME SCREEN

The picture below illustrates a typical game situation with the pause function activated. Additional information is sometimes displayed depending on which game mode you are in. For example, in Arcade mode the total time is shown in the top left-hand corner.





1 **Game Mode:** The game mode, in which you are currently playing, is displayed here. If Press Start also appears, a second player can log into the game using the second controller by pressing START.

2 **Time Limit:** If the counter displays 0, the fight is over and it is generally the character with the highest energy level that wins.

3 **Name:** The character's name is displayed here.

4 **Energy Level Barometer:** The green bar shows the remaining energy level of the respective character. If the bar is totally red, the character has been knocked out and loses the round. The energy level can be altered in the Options and sometimes before a fight, so that the battle is more exciting. A character has 240 points at full energy level at a 100% setting. It is important to be aware of this value, because a hit will result in the loss of a certain number of points towards the energy level. See the move lists in the Characters chapter for further details.

5 **Match Rounds:** The number of spots details the amount of matches that need to be won in order to defeat the opponent. Each solid spot represents a fight, which has been won (see next section: Match rules).

Pause Menu: You can call up the pause menu during the game (other than for Survival and Time Attack mode) by pressing START, and in doing so you will also bring up the Command List and some of the Options.

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS
CONTROLLER SETTINGS
GAME MODES AND MENUS
OPTIONS
GAME SCREEN
MATCH RULES
BASIC TECHNIQUES

MATCH RULES

There are different ways to win a round and, ultimately, to win the match. Specific conditions do not need to be fulfilled (as in Weapon Master mode). A round will be decided as follows:

K.O.:
A character's energy level is reduced to zero and that character will lose the round. The other character is awarded the round and gains a point.

Ring Out:
One of the characters is hurled off the stage (or falls off due to his own stupidity), and the one remaining in the arena is the automatic winner irrespective of this character's remaining energy level. The winner will gain the point.

Time's Up:
If the Round Time has not been set to "≈ " in the options, a 30 to 60 second countdown is activated during the rounds. If there is no outright winner at the end of this period by means of K.O. or Ring Out, the winner of the round is determined by the respective remaining energy levels. Whoever has the highest level wins the round and gains a point.

Perfect:
If a character has scored a K.O. and has not suffered a hit in the process, then that character is rewarded with a Perfect message on the screen.

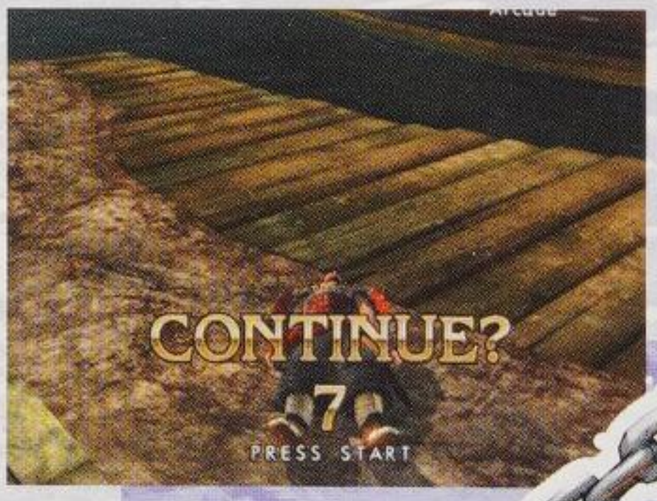
Double K.O.:
If the energy level barometers of both fighters are emptied simultaneously, this is referred to as a double K.O. and is deemed a draw. Each character will receive one point.

Draw and Sudden Death:
If both fighters have the same energy level at the end of a round by both having scored a K.O. simultaneously or having hurled their opponent off the stage at the same time with a Ring Out, the round is a Draw. The round will not be repeated. Instead, each character will lose a round, thereby possibly producing the winner of the match.

Example: Talim and Raphael compete in a match which is over in two rounds. Talim wins the first round and the second round results in a draw. The winner of the match will be Talim. If both characters had won a match followed by a draw, then the match would have resulted in a draw.

Exception: Some game modes have a final round known as sudden death, where a battle is fought for decisive victory and the time limit as well as energy level of both characters are reduced. If this round also ends up in a draw, the winner is chosen at random.

Game Over:
If you lose a fight in the single player modes, Game Over appears on the screen and the game is over. In certain game modes you will have the opportunity to step back into the action by pressing Continue and to fight against the last opponent once again. Survival mode: you can key in your name after game over is displayed on the screen in order to save your results for the Records list (in the Options).



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BASIC TECHNIQUES

The fighting system of Soulcalibur II offers an easy start for novices as well as complicated actions for more seasoned gamers. Generally speaking, there are two ways to attack, a kick and a defense function (namely a block). Each is triggered by means of a control button. When activated in combination with the directional buttons, numerous attack and defense special moves are possible. The basic techniques are explained below. Advanced players should turn to the Fighting School chapter.

Entry Commands and Execution

All entry commands for characters, which appear throughout the book, are listed on the left side of the screen (this is the normal position for the first player). If the character is on the right of the screen (e.g. the second player in VS Battle), you will simply have to swap the directions around: ⇨⇨A will become ⇦⇦A and ⇩⇘⇨B will become ⇩⇙⇦B.

Entry command	Explanation	Controller PlayStation® 2	Controller Xbox™	Controller GameCube™
→	Carry out the move by pressing the directional button	Press the appropriate directional button or move the left analog stick	Directional pad or left thumbstick	Directional buttons or control stick
⇨	Carry out the move by briefly touching on the directional button	Press the appropriate directional button or move the left analog stick	Directional pad or left thumbstick	Directional buttons or control stick
A	Horizontal strike	□	**Ⓧ-button**	**Ⓐ-button**
B	Vertical strike	△	**Ⓨ-button**	**Ⓨ-button**
K	Kick	○	**Ⓑ-button**	**Ⓧ-button**
G	Block	✕	**Ⓐ-button**	**Ⓑ-button**

- The directional arrow points in the following eight directions: ⇨ ⇘ ⇩ ⇙ ⇦ ⇖ ⇧ ⇗ and → ↘ ↓ ↙ ← ↖ ↑ ↗
- The controller settings can be reconfigured at will in Options under Controller Settings.

Both the strikes and the kick can be carried out in three different stages. This is illustrated by the following symbols (e.g. for A – the horizontal strike):

Entry command				Explanation
a	b	k	g	Touch button briefly
A	B	K	G	Press button
A	**B**	**K**	**G**	Keep button pressed

Attack Levels and Abbreviations

You will find certain abbreviations in the Command List of the game and in the Move Lists chapter.

Different Attack Levels

Attack level	Abbreviation	Explanation
High	H	High attack, head level
Mid	M	Mid attack, upper body
Low	L	Low attack, knee or feet level
S-Mid	SM	An attack at stomach level, very seldom

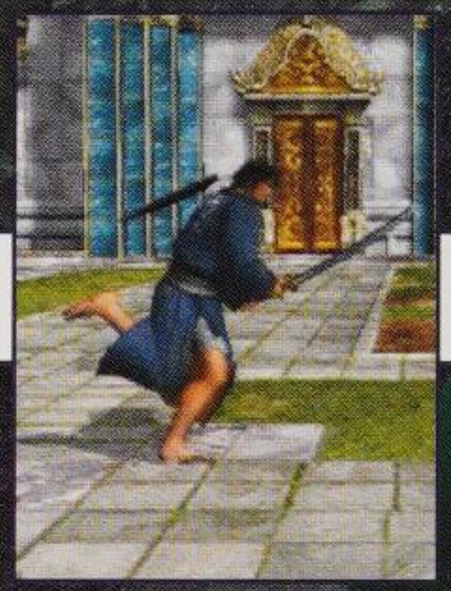
Other Abbreviations

Abbreviation	Explanation
!	Unblockable: the attack cannot be stopped with a block
.	This means that the buttons must be pressed one after the other and not simultaneously. If there is no dot between the buttons, this generally means that you should key them in quickly and consecutively
*	Neutral entry: do not press any button
AT	Attack Throw: a Throw stems from a current attack
GB	Guard Break: the attack penetrates a blocked defense
GI	Guard Impact: A special kind of defense
SP	Special: A special action or position
ST	Stance: A position, see also "Special"
T	Throw: The opponent is seized and generally thrown to the ground
U	Unblockable: the attack cannot be stopped by a block
+	Press two buttons simultaneously, A+G means that A and G must be pressed simultaneously

Standard Moves

Move Forward	⇨	You will take a step towards your opponent by pressing ⇨.

Run Forward	→	If, on the other hand, you keep → pressed down, you will run towards your opponent. Simply release the button to stop.



Move Backward	⇦ or ←	If you wish to take a step away from your opponent, press ⇦. To continue moving back, simply keep ← pressed down.

Move Sideways: Sidestep	⇩ or ⇧	To take a step sideways (i.e. to the character's left or right) simply enter ⇩ or ⇧ and he will take a so-called sidestep.

Move Around: 8 Way Run	→ or ↘ or ↓ or ↙ or ← or ↖ or ↑ or ↗	If you keep the directional buttons pressed down, you will move your character in the chosen direction. In this way, you can step around the arena but still keep your eyes on your opponent. During the so-called 8 Way Run it is not possible to fall off the edge of the arena.

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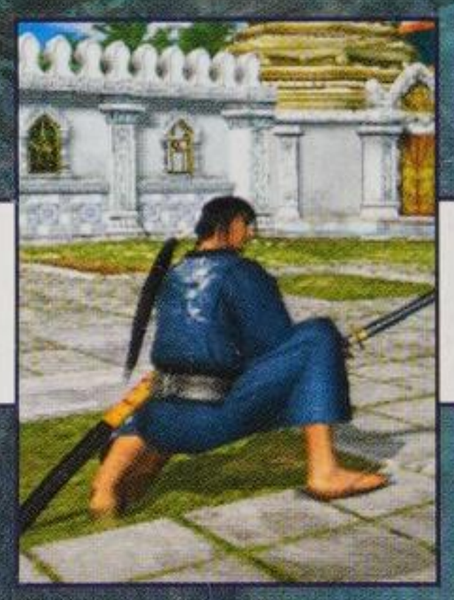
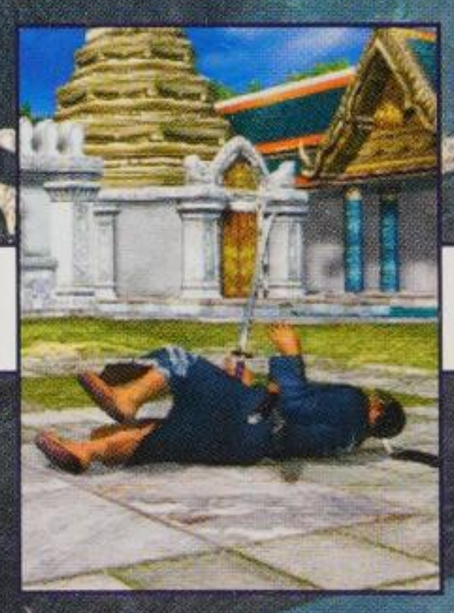
BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS
CONTROLLER SETTINGS
GAME MODES AND MENUS
OPTIONS
GAME SCREEN
MATCH RULES
BASIC TECHNIQUES

Crouch Down	↓+G or ↙+G or ↘+G	By pressing ↓ and G simultaneously, your character will crouch down. To remain in this position you merely have to keep ↓ pressed down. The same thing happens if your character moves to the left or right while in this position (simply press ↙ and ↘). Let go of the button to allow your character to get up again.

Move Forward or Backward while Crouching	While crouching ↘ or ↙	By letting go of G and pressing ↘ or ↙ your character will move forward or backward while in a crouched position.



Roll Sideways on the Ground	⇩ or ⇧	If you are on the ground you can roll sideways by pressing ⇩ or ⇧ without getting up.



Getting up From the Ground	Press any button other than ⇩ and ⇧	There are numerous ways to get up off the ground: • ⇨ or ⇦: roll towards/away from your opponent before getting up. • A: get up and perform a horizontal strike • B: get up and perform a vertical strike • K: get up and kick • G: simply get up

Jump	**G+↑** or **G+↗** or **G+↖**	Press **G** and **↑** simultaneously to jump about half a metre into the air. Enter **G+↗** or **G+↖** if you wish to jump forward or backward.

Jump Off a Wall: Walljump	Jump on a wall and press G	Jump on a wall (with, for example, **G+↖**) and as soon as you have touched it, press G again. Special attacks are possible during a so-called walljump.

Soul Charge	A+B+K	Soul Charge is not, in fact, a move. Your character can regain much of his strength within seconds. This is achieved by pressing the buttons A, B and K simultaneously. This action can be cancelled by pressing G. During the charge your character will light up in the following colours consecutively, which reflect the Soul Charge level: • yellowy green: level 1 (SC1) • green: level 2 (SC2) • blue: level 3 (SC3) Some of the special moves have additional features as a result of the Soul Charge, for example, Guard Break or unblockable. Some of the attacks can only be carried out during Soul Charge and Soul Charge is only triggered after your first hit, that of your opponent or even your own block – but not after Guard Impact.

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS
CONTROLLER SETTINGS
GAME MODES AND MENUS
OPTIONS
GAME SCREEN
MATCH RULES
BASIC TECHNIQUES

Standard Attacks

Horizontal Strike	A	You can undertake a horizontal strike by pressing A. The strike will either be from left to right or vice versa depending on your character.

Vertical Strike	B	You can carry out a vertical strike by pressing B. The blow will either be downwards or upwards depending on your character.

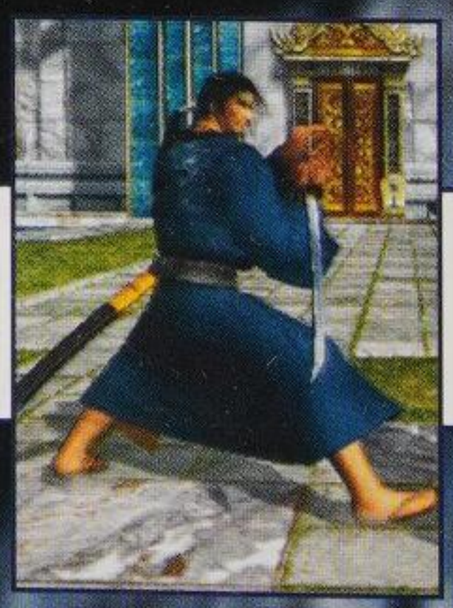
Kick	K	Enter K to give your opponent a direct kick.

Throw	A+G or B+G	Each character has two standard throws which are carried out by pressing A and G or B and G simultaneously.

Defense Attacks

Block	G or G+↓ or G+↘ or G+↙	To fend off an attack at mid and high level, press G. To ward off low attacks you will have to press G and ↓ (or ↘ or ↙) simultaneously.

Move Forward / Backward while Blocking	G+→ or G+←	Press G and → or G and ← simultaneously to move forward or backward while blocking. You will not be able to move while blocking from a crouched position.



The Character named "Necrid" is created and designed by NAMCO as the derivative work of the Illustration drawn by Todd McFarlane Productions, Inc. The Character: ©2003 by Namco Limited. All rights reserved. Illustration: ©2003 by Todd McFarlane Productions, Inc. All rights reserved.

BASICS
FIGHTING SCHOO
CHARACTERS
WEAPON MASTE
SECRETS
MOVE LISTS
CONTROLLER SETTINGS
GAME MODES AND MENUS
OPTIONS
GAME SCREEN
MATCH RULES
BASIC TECHNIQUES

Guard Impact	⇨+G or ⇦+G	Guard Impact is a defensive move for advanced players where the defender can achieve a time bonus for his next attack. You must be able to fend off the attack just at the precise moment it is carried out. Unblockable attacks cannot be fended off in this way, except for attacks which are unblockable as a result of Soul Charge. Please read the Fighting School chapter for more details. There are two kinds of Guard Impact: • thrust off with ⇨+G – wards off high and mid attacks and throws: the opponent's attack is beaten back, almost thrusted off. • skid away with ⇦+G – wards off low and mid attacks: the character gets out of the way of the force of the attack and the strike vanishes into thin air.
Escape a Throw	Depending on the throw: A or B	To fend off a throw you will have to enter A (A+G escapes the throw) or B (B+G escapes the throw) just at the moment when the opponent gets hold of your character.
Recovery	Directional buttons and A or B or K or G	Some of the opponent's hits make your character dizzy and incapable of taking any counter action for a short while (staggers). By pressing the directional buttons quickly and repeatedly – and the buttons A, B, K or G – you will be able to accelerate the recovery process and continue.
Air Control	Move any button while in the air	If you are hurled into the air by an opponent's attack, your flight and where you land can be influenced by pressing the directional buttons.
Ukemi	While falling to the ground G	If you press G while in the midst of falling, your character will recover more quickly and can get up sooner and continue with his attack. Ukemi is also possible if you are thrown against a wall.

thrust off ⇨+G

skid away ⇦+G

FIGHTING SCHOOL

Practice makes perfect. Many hours of playing and numerous fights are needed to learn all the special moves to a character and to apply these intuitively. To support your learning process in Soulcalibur II, this chapter focuses on a training drill composed of 13 lessons.

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

BASIC DECISIONS
PRACTICE MODE
COMBAT TRAINING

BASIC DECISIONS

Character selection

We recommend not to frequently change characters, so that you will quickly familiarize yourself with Soulcalibur II. You should only move on to a new character when you feel that you have full command of your chosen preferred character (or if, against all expectations, the character you have selected does not actually suit your style).

The following table provides an overview of the various characters and how suitable they are for players of different ability levels. When choosing a character in the early stages, don't immediately go for an aspirational fighter, for novices may find playing professional characters at the outset somewhat daunting. It is more advisable to familiarize yourself with the game using a less riveting character, so that you can move more easily on to your favourite one later. As always, the choice is yours to make.

Character	Learning time	Suitable for
Assassin	quick	Advanced players
Astaroth	long	Professionals
Berserker	average	Advanced players
Cassandra	average	Beginners, advanced players and professionals
Cervantes	average	Advanced players and professionals
Charade	extremely long	Professionals
Heihachi	average to long	Professionals
Ivy	long	Advanced players and professionals
Kilik	average	Advanced players
Lizardman	quick	Beginners and advanced players
Link	quick	Beginners
Maxi	long	Professionals
Mitsurugi	average	Beginners and advanced players
Necrid	average	Beginners, advanced players and professionals
Nightmare	average	Advanced players and professionals
Raphael	average	Beginners and advanced players
Seung Mina	average	Beginners and advanced players
Sophitia	average	Beginners
Spawn®	average	Beginners
Taki	average	Advanced players and professionals
Talim	quick	Beginners
Voldo	long	Professionals
Xianghua	average	Beginners, advanced players and professionals
Yoshimitsu	average	Beginners and advanced players
Yunsung	average	Advanced players

How to Hold your Controller

Two Options

No matter what video game system you have, there are two general ways to operate the buttons using your right hand.

The first option is to use your thumb only, possibly combined with your index finger, for certain combinations. Place your thumb over the four different buttons and operate them either with the tip or the ball of your thumb. To press two buttons at the same time, e.g. A+G, simply place your thumb on both buttons. You can activate A+B with the tip of your thumb. To operate buttons that are next to each other, e.g. G+B, assist your thumb using your index finger. The advantage of holding your controller in this way is that the Controller's shoulder buttons can still be reached easily. In addition, you can use these buttons for awkward combinations (see the Options section in the Basics chapter). Many beginners choose this method.

For the second option, use your index and your middle finger. This option does not, however, allow you to hold your Controller correctly. Instead, you must place it on a table or stand it on its legs. Using both fingertips you can now easily enter awkward combinations quickly and directly. This generally also allows you to have better control of your timing in attacking sequences. Nevertheless, this also means that it is harder to reach the shoulder buttons, if they can be reached at all. This, however, is how most professionals hold their Controller.

Tips for GameCube™ Players

Many players may find that it takes some time to get used to operating the small control pad. Experiment a little with various ways of holding the Controller until you find the position that best suits you.

If you wish to operate the buttons with your right thumb, place the middle of your thumb between the Ⓐ button and Ⓑ button, so that you can easily reach the Ⓨ button with the tip of your thumb. Instead of using the Ⓧ button for blocking, you should change the controller settings to assign this function to the Ⓩ button. You may assign further button combinations containing G to the Ⓛ button and Ⓡ button, e.g. G+K and B+G. No matter how you hold your Controller and how you configure your buttons, make sure that you can reach the block button quickly.

Tips for Xbox™ Players

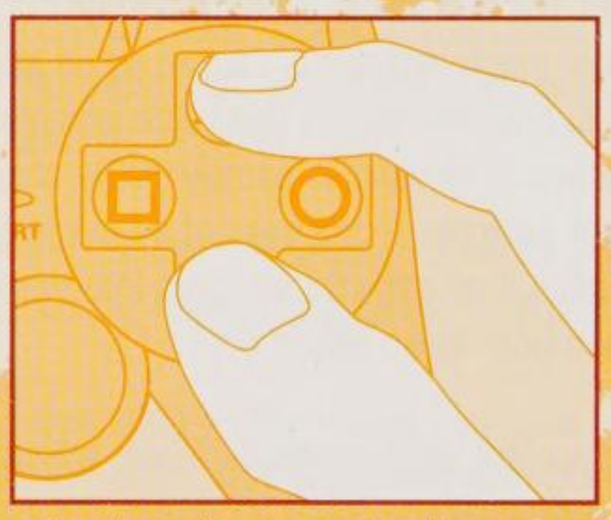
If you intend to operate the buttons with your right thumb, place the middle of your thumb on the Ⓐ button. In this way, you can easily reach the three surrounding buttons. Assign difficult combinations, e.g. A+K and B+G, to other buttons.

Alternative Controller

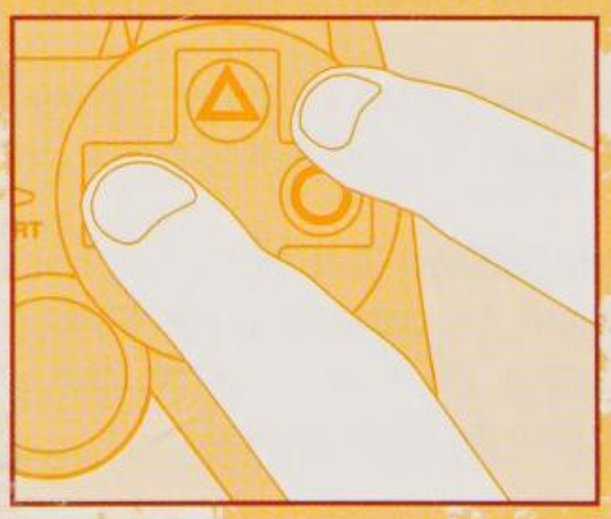
Some manufacturers of accessories offer so-called arcade sticks which are modelled on the control unit of the machines found in amusement arcades. Instead of a control pad you will now have a joystick, instead of small buttons you will find big buttons, generally with precise micro switches. Many professionals wouldn't use anything else, but arcade sticks are more expensive than a Controller and can be hard to find. In addition, the selection of available arcade sticks is rather limited, and the right one for your needs may not be available.

Use the ball of your thumb for special moves

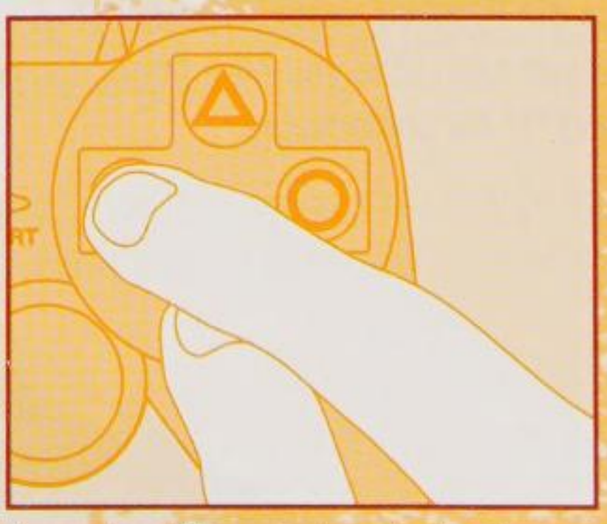
Certain Throws can also be activated easily...



... though sometimes you must assist your thumb with your index finger



Use the tips of your index and middle fingers to type in your commands



Even awkward Throws can be entered easily

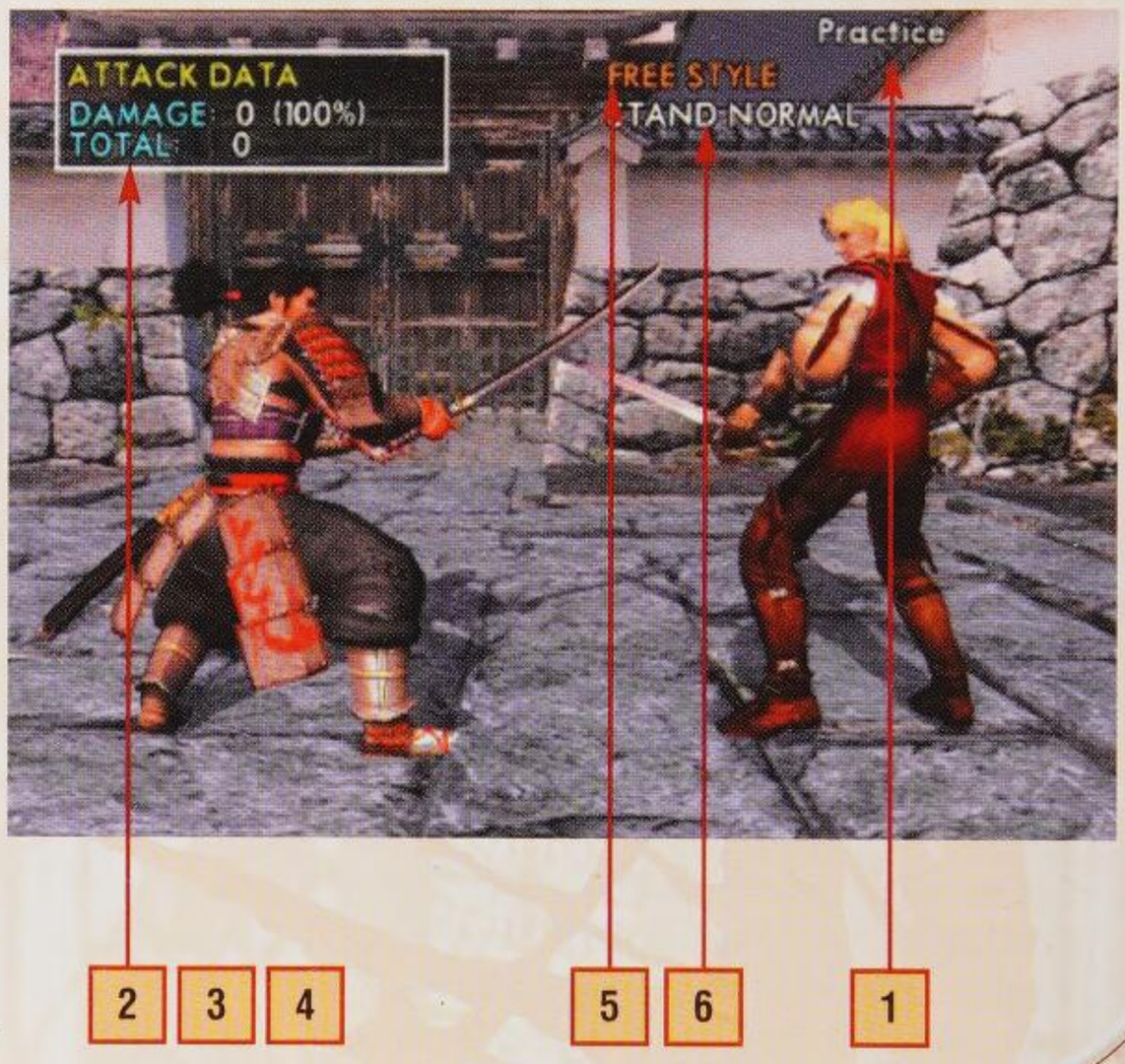
PRACTICE MODE

This mode offers training grounds with numerous settings to select.

General Information

Having decided on your character as well as an opponent, you select a stage and then enter the training arena. In the Extra Practice mode you can, in addition, equip your fighters with weapons gained in the Weapon Master mode. It also allows you to select the arenas which have been unlocked. Otherwise, there is no difference between the two modes.

Screen Display



1 **Game Mode:** Just like the other play modes, the word Practice will blink on and off.

2 **Attack Data:** Under Attack Data you will find information about Damage and Total. This display can be turned off in the Practice menu.

3 **Damage:** The first value, expressed in points, will let you know how much damage is caused by an attack. The number in brackets next to this value indicates the strength of the attack. This value is usually 100%, though it is higher, for example, in the case of a Counterattack. Please read Lesson 4 on page 33 for more information on deviations from these values.

4 **Total:** If you are using a special move, which consists of several individual attacks or a Combo, the amount of Damage will refer only to the damage caused by the last attack. The total amount of damage will appear under Total.

5 **Training Type:** You can select your Training Type in the Practice menu. Its default setting is Free Style.

6 **Free Style Settings:** Once the Training Type Free Style has been chosen, it is displayed as Free Style Setting. In the default setting, this is Stand Normal; other options can be selected from the Practice menu.

Press START to bring up the Practice Menu.
Provided that you selected the Information Type full or simple in the Practice menu, the respective attack level will be displayed each time you hit a target, i.e. high, mid, low, S-Mid and "!" for unblockable.

The Practice Menu

During the Practice mode, you can call up this menu using START. Press START again to return to the game.

Reset Positions:
This restores both characters to their original position. In addition, all displays are reset to zero.

Practice Options:
Training Type: Select Free Style to manually determine your opponent's actions listed under Free Style Setting. Stand Normal applies in the default setting. If you opt for VS CPU, you can determine the degree of difficulty of your opponents under CPU Level. Your opponent will now move in an active and independent manner similar to, for example, the Arcade mode.

Free Style Setting: Provided that you choose the Training Type Free Style, you can use this setting to determine the way your opponent will behave. These setting options are the main content of the Practice Options, for they allow you to practise specific attacks or evasive moves. You can choose from the following settings:

Stand: Select Normal (Default setting) or Guard, if you want your opponent to block your high and mid attacks. Guard All blocks low attacks too. With Guard 2nd Attack, your first attack will be a hit, a block beginning only after the second attack of a special move (provided that this is possible on the basis of a first hit).

Crouch: Your opponent will crouch down here. His behaviour, as per the selected setting, is the same as in Stand.

Down: Choose which way you wish your opponent to lie on the floor: (Face Down) or (Face Up).

Jump: Depending on the setting you have selected, your opponent will jump (Up), (Forward) or (Backward) – even over the edge of the stage where deemed appropriate.

8 Way Run: Determine your opponent's walking and running moves by getting him to (Step left and / or Step right) or by getting him to (Run right and / or Run left). If you select Run randomly, your opponent will choose a Sidestep or running direction at random.

Attack: Decide if you wish your opponent to attack you with A (A-attack), B (B-attack), K (Kick) or a randomly selected Throw. This provides excellent training for your defence strategies.

Guard Impact: if your setting is Normal your opponent will simply fend off your attacks with his Guard Impact. If, however, you select Attack, his defence will be followed by an attack chosen at random: A or B.

Controller: using 1P or 2P choose a second Controller, which allows one of your friends to steer your opponent's moves.

CPU Level: If your Training Type is VS CPU you can select one of six levels of difficulty for your opponent, ranging from easy to extremely hard. You can determine how aggressive and intelligent you wish your opponent to be.

Counter: Choose the type of Counterattack you wish your first hit to be: Attack, Run, Sidestep or Back Dash. This principally determines the damage caused. Please read the section on combat training in Lesson 4 on page 33 for further information on the various types of Counterattacks and their special features.

Information Type: A variety of information can be displayed on screen during training. Choose from the following settings:

- None: a normal energy level display is shown for both characters. This is topped up after every exchange of blows. In this way, you can develop a feeling for the strength of attacks and Combos without having to convert everything into numbers.

- Simple: The energy level displays are shown and every time you hit your opponent the number of hits as well as the damage points are displayed.

- Full (the default setting): the Attack Data Damage and Total appear instead of energy level displays. In addition, the attack level and damage points are shown. The setting you choose under Free Style Setting is also displayed.

Default Practice Setting: Restores all menu items and chosen settings to the game's default setting.

Command List: This menu item will show your character's special move list.

Options: This menu item is used to vary some of the Options we have already encountered. Apart from sound settings, you can change the Controller Setting. This is useful, for example, when you assign a button combination to the shoulder buttons of your Controller and you would like to experiment a little for this purpose during training.

Character Select: Confirm your selection, and then return to the character selection screen.

Exit: Select this menu item to return to the title screen of Soulcalibur II.

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

BASIC DECISIONS
PRACTICE MODE
COMBAT TRAINING

COMBAT TRAINING

Lesson 1: Learn the Basic Techniques

All characters' move lists are based on the general basic techniques. For this reason, it is important that you familiarize yourself with – and memorize – the basic principles of this game system.

To try out the basic techniques fully, you should use the Practice mode. Do not change any of the settings at this stage, so that you can start by familiarizing yourself with the standard moves and attacks. If you would like to practise wall jumps, you will, of course, have to select a stage with confines.

To practise your defence techniques, get your opponent to attack you (Practice menu ➛ Practice Options ➛ Freestyle Settings ➛ Attack). You should take time for this, as successful blocking and the use of Guard Impact determine victory or defeat during a fight.

Standard moves	Entry
Walk forward	⇨
Run forward	→
Walk backward	⇦ or ←
Move to the side: Sidestep	⇩ or ⇧
Move around: 8 Way Run	→ or ↘ or ↓ or ↙ or ← or ↖ or ↑ or ↗
Crouch down	↓+G or ↙+G or ↘+G
Walk forward and / or backward while crouching	Crouching ↘ or ↙
Roll sideways on the ground	⇩ or ⇧
Get up from the ground	Any button other than ⇩ and ⇧
Jump	**G**+↑ or **G**+↗ or **G**+↖
Jump off a wall walljump	Jump against a wall and press G simultaneously.
Soul Charge	A+B+K

Standard attacks	Entry
Horizontal strike	A
Vertical strike	B
Kick	K
Throw	A+G or B+G

Defence techniques	Entry
Block	G and/or G+↓ or G+↘ or G+↙
When blocking, move forward / backward	G+→ or G+←
Guard Impact	⇨+G and/or ⇦+G
Escape a Throw	Depending on the Throw: A or B
Recovery	Directional buttons and A or B or K or G
Air control	Any directional button when in the air
Ukemi	When falling to the ground G

Lesson 2: Apply the 8 Way Run

In contrast to many other fighting games, movement around the arena is very important in Soulcalibur II.

Thanks to the 8 Way Run, not only can you determine the best possible distance between you and your opponent (as well as easily dodging his vertical attacks), you can also attack your opponent from the side or from behind, much to your advantage. Equally, you can force your opponent into an awkward position, for example, at the edge of a stage. For this reason, do not stand on the spot, since the 8 Way Run offers numerous attacks for every character. However, these attacks are only possible using this particular move (see characters' lists of special moves).

Lesson 3: Learn All the Special Moves

Once you are familiar with the basic techniques, the next step is to learn – by heart – all your character's special moves. We suggest the following method to help you memorize these moves.

1) Learn the various entries for each of the special moves

Select the Practice mode and go through the list of special moves for your character from beginning to end. Practise each attack until the entry of the required button combinations becomes intuitive, no matter how difficult the combinations. When you have mastered one attack, move on to the next one and practise it in the same way. Repeat until you reach the end of the list. Now you have already memorized how to execute the special moves.

2) This is the best way to learn the special moves

Special moves are best learned in groups. Start, for example, with all your character's moves beginning with, or derived from, A. Carry out all these special moves one after the other, using the list in this book. Make sure you feel comfortable and execute the attacks one by one, without referring to the list. After that, take a look at the list to make sure that you have not forgotten any attacks. If necessary, repeat this exercise until you have intuitively mastered all A special moves. Now move on to the next group, the B attacks. After that, practice the K attacks etc. until you reach the end of the move list.

Enter the Special Moves Carefully!!!

It is very important that you enter the special moves carefully (in other words, don't rush them). Even if spectacular attacks can be triggered off through wild button bashing, a professional will still thrash you. Only if you enter the commands precisely and as calmly as possible will you remain in control all the time.

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

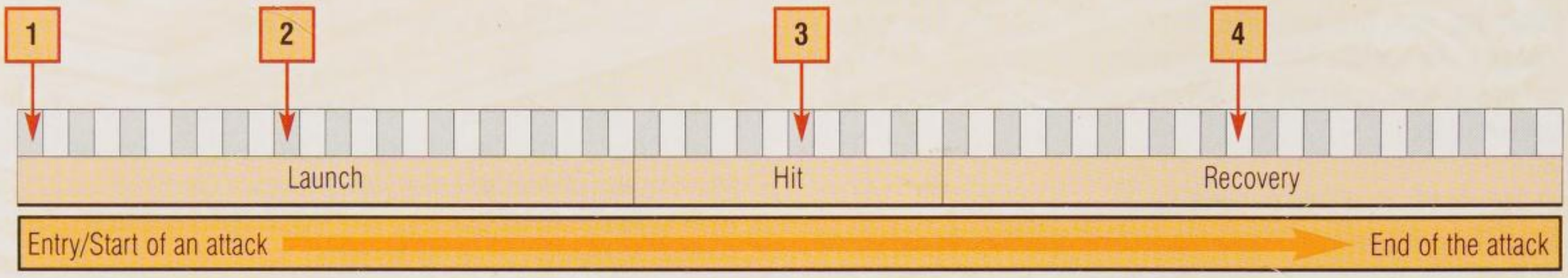
BASIC DECISIONS
PRACTICE MODE
COMBAT TRAINING

Lesson 4: Launch, Hit and Recover

The respective launch and recovery periods of an attack are decisive factors.

To make the connection between the different stages more clear to you, we will firstly show you how an attack is carried out. Imagine that the moves of your character during an attack are like a flip-book which is subdivided into three stages: launch, hit, recovery. Each separate picture is known as a frame.

Depending on whether you are playing Soulcalibur II in the 50Hz or 60Hz mode (you can choose which one after starting up PlayStation®2), each second of the game consists of 50 or 60 frames.



1 Our example shows the character in his basic position. The attack will begin when the command has been entered using the buttons.

2 The launch stage or move begins. The character is vulnerable during this period and your opponent can stop the attack by starting his or her own attack. This is termed as a Counterattack.

3 The next stage is the hit, which is generally the quickest of all three stages.

4 The recovery period follows, which generally results in the characters returning to their basic position. They are certainly vulnerable at this stage, but an attack is not deemed as a Counterattack. Only after this stage will the character begin a new action (e.g. attack or move). Nevertheless, this can already be entered during the recovery period.

Short recovery periods ensure quick hits and provide your opponent with little opportunity to undertake a Counterattack. Short recovery periods will enable the character to follow up quickly with, for example, a further attack or move.

With special moves, which comprise several attacks or a Combo, the next attack must usually be entered during the hit or recovery stage.

Counterattacks

If an attack hits while, for example, your opponent is moving or launching an attack, it is termed a Counterattack. The damage will depend on what action has been undertaken beforehand. A red glow will appear on the screen with a normal (Attack), Counterattack and Back Dash-Counterattack – (see screenshot). As a Counterattack, some of the special moves have an additional feature – please refer to Notes in the move lists.

Type of Counter attack	Damage	Notes
Attack	120%	Hit during the launch of an attack, at the start of a Throw or during Soul Charge. Red flash
Run	115%	During an 8 Way Run (other than ↖, ←, ↙) or step forward. Also with an attack during Soul Charge level 2
Sidestep	118%	During a Sidestep
Back Dash	140%	During an 8 Way Run towards ↙, ← or ↖. Also with an attack during Soul Charge level 3. Red flash
Break	115%	If a vertical strike penetrates a horizontal strike – see Lesson 6

The effects of the different types of Counterattacks (except for break) can be simulated in the Practice mode. Please refer to page 22.

Hits From Different Sides and Levels

Different factors will affect the damage caused by an attack.

Attack from...	Damage	Notes
... the front (frontal)	100%	Just a normal hit
... the side	105%	A hit from the side is 5% more powerful. Use an 8 Way Run to approach your opponent from the side
... behind	110%	Attacks from the rear are 10% stronger. You will be facing your opponent's back with a Guard Impact (skids away (⇐+G) or an 8 Way Run

The opponent...	Damage	Notes
... is standing	100%	Just a normal hit
... is in a crouched position	107%	Strikes which hit the opponent while he is ducking increase the damage
... hasn't blocked correctly	90%	The damage is reduced if a strike hits because the opponent has misjudged the level of attack. Example: low strike against a high/mid defence.
... is lying on the ground on his back	70%	If your opponent is lying on the ground, the damage caused by the attack is reduced
... is lying with his face to the ground	75%	If your opponent is lying on the ground, the amount of damage caused by the strike is reduced, but not by as much because you can attack his back
... is hit in the air	70%-45%	The amount of damage is reduced with multiple attacks in the air (e.g. during a Mid Air Combo). The first hit will result in 70% damage, the second 60%, the third 50% and thereafter 45%

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Lesson 5: Mastering Distances

Get a feeling for distances and practise in order to learn how far your special moves will reach.

The distance between the two fighters is of immense importance for a fighting game. Generally speaking, if an opponent is a long way off, only weapons and characters with a long reach will secure a hit. Mid-distance is the most common distance between two fighters. Throws are possible at close range (close combat). Some of the attacks featured in Soulcalibur II will only hit the opponent from a particular distance or have a different damage value or attributes. In addition, each character has particular preferences concerning the fighting distance depending on his abilities and weapon. Please refer to the information in the Characters chapter.

Far away: only a few attacks will secure a hit

Mid-distance: usual fighting distance

Close range: Throws are possible when close to the opponent

Lesson 6: Connections Between Vertical and Horizontal Attacks and an 8 Way Run

There is a particular relationship between vertical and horizontal attacks and an 8 Way Run. Understanding these relationships is a foundation pillar in the fighting system of Soulcalibur II.

Vertical attacks...

... (carried out with B) are able to penetrate horizontal attacks which are carried out at the same time (break – see below and Lesson 4, Counterattacks). However, it is easy to dodge these attacks with an 8 Way Run.

Horizontal attacks...

... (activated with A) are inferior to vertical attacks which are carried out at the same time (see above). Nevertheless, horizontal attacks are useful against an 8 Way Run, because they move from left to right and can cover long distances.

8 Way Run...

... or Sidesteps are ideal when it comes to dodging attacks. However, horizontal strikes will hit easily and will result in a Run-Counterattack – see Lesson 4.

Break and Reciprocal Thrusts

If a horizontal and vertical attack hit simultaneously, it will be the character who has launched the horizontal attack who will lose. The vertical strike will break through his attack and cause a break-Counterattack – see Lesson 4.

If both characters have opted for the same attack, they will both be thrust off and no damage will be caused. Both characters will then require the same recovery time.

Lesson 7: Charging and Delaying Attacks

Some of the attacks can be charged or carried out with a time delay. Please refer to the Notes in the move lists.

Charging (Holding)

If an attack is charged, its launch is slowed down considerably and the amount of damage is generally increased. The attacks often have additional features too. The advantage comprises several factors and so it depends very much on the particular situation as to whether or not it is worthwhile delaying an attack.

It is very easy to charge a special move: simply keep the button(s) pressed down for a couple of seconds and then the attack is automatically carried out. Alternatively, you simply let go of the button before the maximum charge is reached, but then you will not benefit from the full effect. You can generally abort this command by pressing G. This may be the right decision in face of your opponent's behaviour, or because you had planned it, as a ruse, right from the very beginning.

Delay

Where special moves consist of several attacks, it is possible to include a delay. This will result in one of the strikes being carried out with a time delay which will produce the following benefits:

- Your opponent thinks that your special move is over, launches his own attack and walks straight into your delayed attack. These generally then hit as a Counterattack.
- As your opponent will find it difficult to assess your next step, he will be forced to wait. This means that he will assume a defensive position.

Refer back to Lesson 4 to understand how and why an attack is carried out with a time delay. If you wish to activate an attack with a time delay, remember that you need to programme this accordingly, namely during the recovery period of the previous attack. The longer you hold back with entering the time delay, the longer the attack will be put off.

There are four ways of carrying out special moves, which will make use of this delayed attack, and this will generally ensure that your opponent is confused and will resort to a defensive position:

- The special move is carried out normally without any delay.
- The attack in question is undertaken with a delay.
- Abort the special move before carrying out the delayed attack and do not enter any other command.
- Abort the special move before undertaking the delayed attack and enter another special move.

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

BASIC DECISIONS
PRACTICE MODE
COMBAT TRAINING

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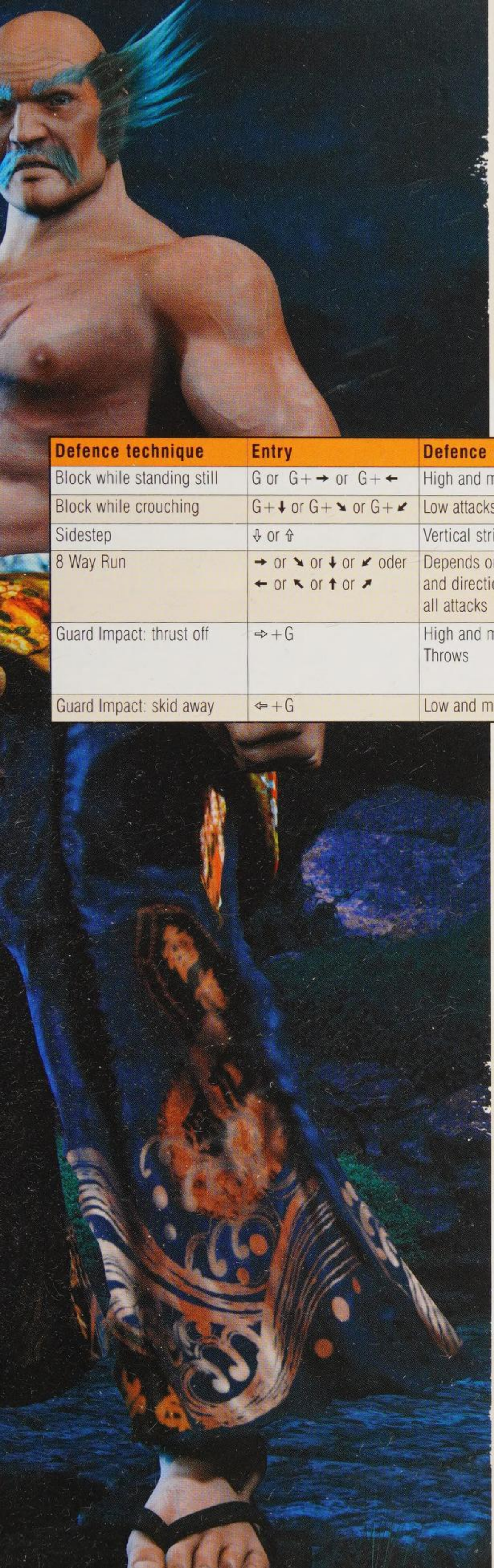
Lesson 8:
Additional Features of Special Moves

If you have learnt by heart how to carry out the special moves, it is now time to learn the extra features.

You probably already know the attack levels and damage values for most of the special moves. The attack levels are of primary importance, because if your opponent blocks a strike while standing, low attacks are a good alternative.

It is also important to read the additional features which are stated in the move lists under Notes, since you will then know when a certain attack is, for example, unblockable, whether the sequence of attacks can be carried out with a time delay and which features will occur during the Soul Charge.

Bounce off ground	The character is hurled to the ground, then flies back up into the air. When the character lands, Ukemi can be activated unless the opponent has been attacked in the air
Cave in	The character remains standing for a moment, then suddenly drops to the ground
Collapse	A powerful strike from above pushes the character slowly to the ground. A long recovery period is required
Fall back	The character takes a few steps back and then falls down
Flattened	The fighter drops to the ground. This has a short recovery period and a Ukemi is possible
Flattening	The victim's legs are pulled from under him, causing him to fall to the ground close to the attacker
Floored	The characters legs are pulled from beneath them, and they fly up and to the side. A ring out is possible. Sometimes the characters can keep their balance and simply fall down. In this case there is no ring out
Flying impact	The fighter flies high into the air and suffers additional damage upon landing. The attacker can also judge roughly where the victim will land and rush to the spot. Ukemi is not possible in this instance
Keel over	The character grips his stomach and falls slowly to the ground
Knock down	The fighter is hurled to the ground and falls back a long way. Long recovery period required
Lurch (hefty lurch)	The fighter turns on his own axis. The stronger the turn, the longer the recovery period
Pitch over	The character falls forward or backward as if in slow motion. The attacker still has time to follow this up with another special move
Plunge	The character's head hits the ground hard and fast close to the attacker
Propel back	When hit, the character will be propelled backwards. A ring out is feasible
Sag	The character sinks and there is a long recovery period. If the fighter is struck from behind and from the side, that character is hurled off and suffers a knock down
Spin 180°	The character is spun 180° and then faces the opposite direction. This has a short recovery period
Stagger back	The character doubles over and staggers back. A ring out is possible
Stagger	The character grips his stomach but remains standing. The recovery period is accelerated by activating the directional buttons quickly and repeatedly. If you also press G, your fighter will immediately assume a defensive position. If you don't enter a command, he will slowly fall to the ground



Lesson 9:
Advanced Defence Techniques

Various ways to defend

The simplest ways to avoid an opponent's attack are: block with G and dodge the attack with a sidestep or an 8 Way Run. Nevertheless, these tactics do not guarantee that you can really dodge an attack and do contain some disadvantages. See the table below:

Defence technique	Entry	Defence against:	Useless against:
Block while standing still	G or G+→ or G+←	High and mid attacks	Low and unblockable attacks, Guard Break, Throws
Block while crouching	G+↓ or G+↘ or G+↙	Low attacks, Throws	Mid and unblockable attacks, Guard Break
Sidestep	⇩ or ⇧	Vertical strikes	Horizontal strikes and Throws
8 Way Run	→ or ↘ or ↓ or ↙ oder ← or ↖ or ↑ or ↗	Depends on the distance to, and direction of, the opponent: all attacks	Some attacks will still hit depending on the distance to, and direction of, the opponent
Guard Impact: thrust off	⇨+G	High and mid attacks, most Throws	Unblockable attacks. However, attacks which only assume this feature due to Soul Charge can be fended off
Guard Impact: skid away	⇦+G	Low and mid attacks	Throws

As you can see, there is no foolproof defence method. It is, therefore, all the more important that you learn to judge your opponent and get to know the features of his special moves in order to choose the best defence technique in any given situation.

Attacks with Defensive Features

Some of the special moves contain a Guard Impact against certain strikes or to dodge specific attacks. These special moves are ideal if the opponent tends to include these attacks frequently and you can virtually see this attack coming in advance.

Air Control and Ukemi

If, for instance, your opponent has hurled you into the air, you can determine your flight path and where you will land – to a certain extent – by pressing the directional buttons: Air Control. This will enable you to partially avoid any follow-on attacks by moving away from your opponent.

Ukemi means a quicker recovery after a defeat, but this is not the case after every attack. Press G as you fall, so that your character will get up again more quickly and can undertake actions. Ukemi is also possible if you have been thrown against a wall.

Lesson 10: Get to Know Your Opponent

A good player of fighting games will adapt his or her technique to that of the opponent. The chapter Characters will give you detailed tactics on every fighter as well as Guard Impact and which special moves are best suited to the various distances.

If, for instance, you always compete against your mates choosing their favourite characters, you will become aware of how often certain special moves and attacks take place. Make sure you analyze this behaviour so that you have the right tactic to hand.

First of all, you should read thoroughly the section on your opponent's strategy in the Characters chapter and become familiar with the special moves most often used by your opponent's favourite character. Then select this character in the Practice mode in order to train against these attacks. Watch how long it takes your opponent to launch and recover from an attack and the range and attack level of a strike. Also use the additional features in order to think about how you could best counter these attacks and this behaviour. Apart from individual remedies, there are generally several ways in which to react to the opponent's behaviour.

Compete Against as Many Real Opponents as Possible

Real opponents are better than computer opponents when it comes to testing your acquired knowledge. Real players will adopt different strategies that are much more difficult to judge. This variety will always test you with new challenges.

Your opponent...	As a general guide
... takes the offensive and fights aggressively	Move further away and try to judge what string of attacks your opponent is likely to use. You are certain to discover some of your opponent's preferred special moves. Alternatively: see the section on your opponent's strategies and tips in the Characters chapter
... often includes vertical strikes	Use Sidesteps and an 8 Way Run to dodge these attacks.
... frequently opts for horizontal strikes	Go for vertical attacks. Otherwise, crouch down during high attacks
... often applies low attacks	Jump or block while crouching, or opt for Guard Impact skid away with ⇦+G. Alternatively, go for mid attacks with as far a reach as possible
... frequently uses Sidesteps	Enter A for horizontal strikes
... often opts for an 8 Way Run	Enter A for horizontal strikes and, if necessary, get closer to your opponent
... often includes Throws	Keep your opponent at a distance and go for Guard Impact thrust off with ⇨+G. If you suspect which Throw will be chosen, press the relevant button to escape
... goes on the defensive, seldom attacks	Put your opponent under pressure with your own attacks, Throws and Soul Charge. If your energy level is greater than that of your opponent, just play for time until the round is over
... remains on the ground	Opt for low attacks, which will hit your opponent while he is lying on the ground. In addition, some characters are able to include Throws
... permanently blocks your attacks	Vary your attack level, so that your opponent cannot predict your next move easily. Alternatively, include Throws and unblockable strikes or attacks which have the Guard Break feature
... frequently includes jumps	Mainly use high attacks, or start a Combo in order to hurl your opponent into the air and continue attacking
... often crouches down	Mainly go for mid and low attacks
... frequently uses his/her Guard Impact	Change the timing of your attacks by delaying or charging them. Alternatively, please refer to the section on your opponent's Guard Impact in the Characters chapter

While getting up	As a general guide
Your opponent gets up from the ground	Opt for low or mid attacks which will hit your opponent as he ducks or while lying on the ground. If your opponent blocks while crouching, a low attack will hit him and a mid attack will hit while crouching. Your opponent will never be sure of the situation. If you suspect that your opponent will use Guard Impact (⇦+G), you should opt for a high attack or Throw
You are getting up from the ground	Your best reaction to avoid mid and low attacks after getting up is to use Guard Impact (skid away with ⇦+G). If your opponent becomes accustomed to this and undertakes high attacks or Throws, you should block accordingly or try to escape

Lesson 11:
Advanced Attacks and Techniques

You must steer your character really well in order to use the following during combat. Combos and Walljumps are not easy to execute and they also carry risks just like the use of Soul Charge.

Alternative fighting stances
Many of the characters have alternative stances which sometimes do not offer any real advantages or good attacking possibilities – refer to the Characters chapter for more information. Nevertheless, changing stance may confuse your opponent.

String of attacks (Strings)
If you are well accustomed to your character's special moves, then you can start to build up useful strings or, to be more precise, attacks, which are worthwhile after this or that special move. The criteria for selecting a string of attacks may well vary and will depend upon the situation of the game at any given moment. If, for instance, one of your attacks hurls your opponent to the ground, you should opt for a low attack, which will then secure a hit.

Combos
You will find the combos for the individual fighters in the Characters chapter. Please note that combos or mid air combos represent a sequence of attacks by you or by your opponent which cannot be interrupted. Practise your character's Combos, and memorize the attacks which hurl your opponent through the air and which only then allow you to carry out a Combo.

Walljumps
You should not plan Walljumps into your fighting style, because it isn't really wise to fight with your back against the wall. It's generally better to evade a wall with an 8 Way Run instead of letting yourself get pushed to the edge of the arena. However, if you do find yourself with your back to the wall, a Walljump may be the decisive factor in defeating your opponent. Take a good look at all the arenas, so that you know where this technique is feasible. For a Walljump, jump backwards onto a wall by entering **G**+↖, and as soon as you have touched the wall, press G again.

Soul Charge
It is risky to go for Soul Charge with A+B+K during a fight, as you will become vulnerable. Therefore, you should opt for special moves – as far as possible – which increase your Soul Charge level. If, on the other hand, your opponent is on the ground and has moved further away, there is no danger in entering A+B+K.

The Practice Mode again and again...
The Practice mode should be visited regularly, not only to practise your own special moves but also to study your opponents'. Also analyze their special moves and Combos in order to react in the best way possible, either with a sudden Counterattack while blocking, or with Guard Impact.

Lesson 12: Final Tips

Do you reckon that you and your character are unbeatable? Or do you think that you could refine your fighting style even further? You will find the ultimate training tips below:

- Activate Practice mode and choose VS CPU as the Training Type in the Practice Options. Select Extremely Hard as the CPU Level and then take a look at how you cope...

- If you are looking for further challenges against the computer, turn to the Survival or Extra Survival mode.

- Try to get other real players to compete against you. These fights are more varied and will enable you to gather more experience than with a computer opponent. You might also get to meet other opponents at the piggyback website forum on the internet. Just log on at (**www.authorisedcollection.com**).

Lesson 13: Changing Characters

As the system for entering special moves has been set up logically with certain links, you can easily make use of the following when changing to another character:

- The basic techniques will apply to all the characters – see Lesson 1.

- The direction of the special moves entered can be mirrored with the exception of a very few. This means that if one character, for example, undertakes a special move with ⇩⇙⇦A, he can normally also carry out an attack with ⇩⇘⇨A.

- The following table gives an insight into the major special moves which each character can execute:

Special move	Attack level	Average damage	Notes
A	H	14	-
A.A	H, H	14, 18	-
K	H	19	-
⇩A	T or SM	16	Assassin only undertakes this attack while in a crouched position
⇩K	T	14	Necrid, Nightmare and Taki only carry out this attack while crouching
While getting up B	M	26	-
⇘B	M	29	-
→A	M	33	-
↑B or ↓B	M	33	-
A+B	M	26	This is not applicable to Ivy, Sophitia, Taki and Yoshimitsu

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

BASIC DECISIONS
PRACTICE MODE
COMBAT TRAINING

CHARACTERS

BASICS
FIGHTING SCHOO
CHARACTERS
WEAPON MASTE
SECRETS
MOVE LISTS

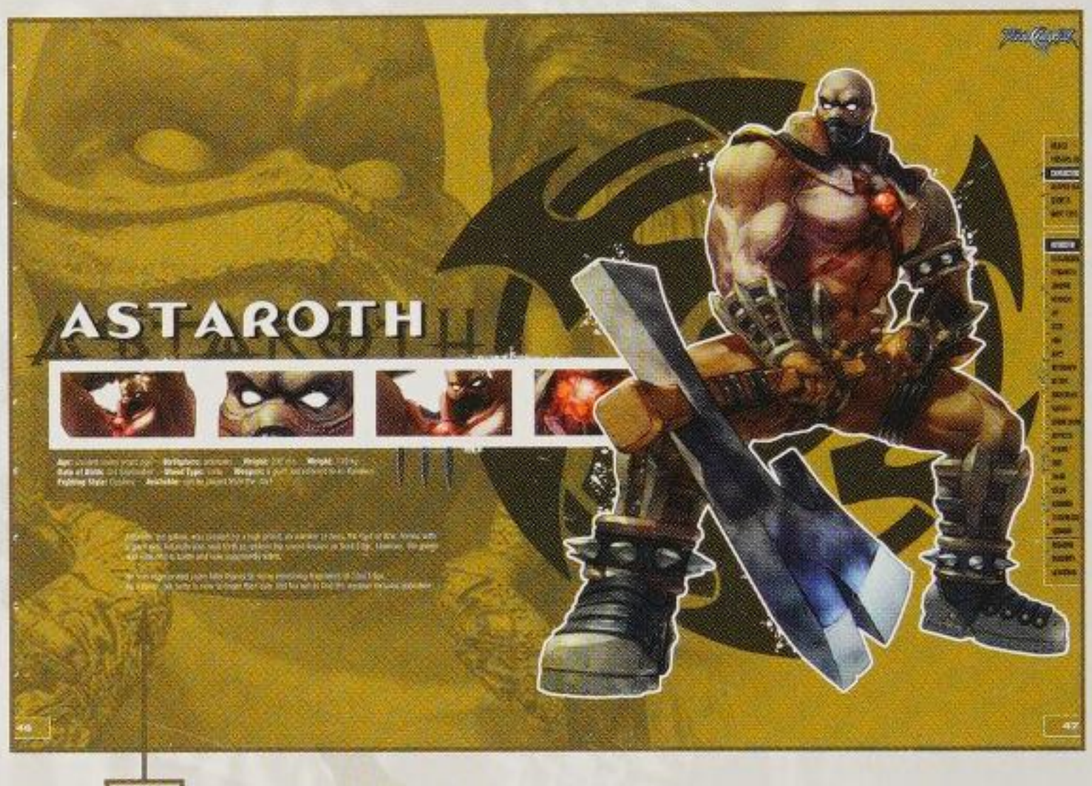
ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

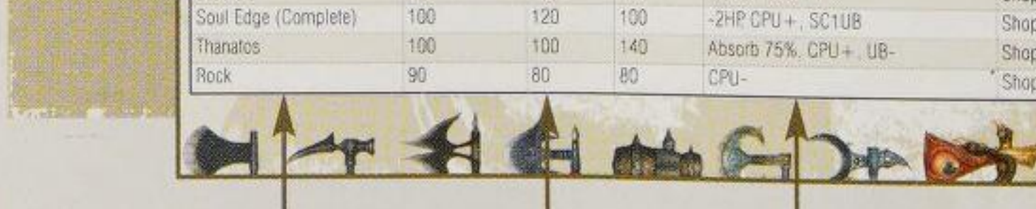
HOW TO USE THE CHARACTER INFORMATION

Please Note!

This chapter presupposes a certain basic knowledge of fighting games in order to understand the specialized information more easily. If Soulcalibur II is your very first fighting game, you should take time to study the Basics chapter (page 4). You will definitely get more from both the game and this guide!



Weapon	Range	Attack	Defence	Features	Location
Kulutues	100	100	100	-	Standard weapon
War Hammer	90	100	100	SC1UB, SC A+, SC Spd-	Shop, Chapter 1
Terror Moon	100	100	70	Guard+ 20%	Shop, Chapter 2
Battle Ax	100	70	130	HV+	Shop, Chapter 3
Great Maul	90	120	100	HV+	Shop, Chapter 4
Tabar	100	100	100	Counter+, Guard- 20%	Shop, Chapter 6
Nanbanfu	100	130	100	VH+, Guard- 20%	Shop, Chapter 8
Bulova	120	100	100	Atk -3HP, SC HP+	Shop, Chapter 10
Soul Edge (Complete)	100	120	100	-2HP CPU+, SC1UB	Shop, Extra Chapte
Thanatos	100	100	140	Absorb 75%, CPU+, UB-	Shop, Extra Chapte
Rock	90	80	80	CPU-	Shop, Subchapter



1 **Biography:** This will give you all details on the heroes and villains of Soulcalibur II, their history as well as the reasons why they are searching for the legendary sword or even fragments of Soul Edge...

Learn whether or not a character is available at the outset of the game or whether they must be released in the Weapon Master mode. Please turn to the relevant chapter – page 144 – for more information on this game mode.

2 **Strategies and Tips:** Which features distinguish a particular character? Which tactics should you adopt during close combat or when fighting from a long distance? Which kind of defence techniques can you apply or which positions are really beneficial? You will find the answers to these questions for each character in this section.

3 **The main Special Moves:** This list will provide you with the main attacks and positions for every character including a detailed explanation and helpful application tips. We do not detail every special move here because the length of an attack launch and recovery periods differ – as do the respective additional features.

4 **The Weapons in Weapon Master Mode:** You can buy or unlock ten additional weapons for every character in the Weapon Master mode.

5 This column indicates the particular **weapon**.

6 Details about **range**, **attack** and **defence** show whether the additional weapons are better or worse than the standard weapon; 100 represents the base value.

7 Read about additional **features** of the weapon here. You will find an explanation of the terms and abbreviations used in the table below. This explanation of terms and abbreviations also appears on the back cover fold-out.

8 **Located** – the information contained in this column confirms in which Chapter Shop you can buy the weapon or which Chapter you must complete to access that Weapon.

Overview of Abbreviations Used in the Weapons Tables

Abbreviation	Meaning	Value
-	No special features	●
Absorb XX%	Regenerates own energy level by the indicated percentage of damage inflicted	▲
Atk +XHP	Regenerates energy level by number of points indicated for each strike	▲
Atk -XHP	Reduces energy level by number of points indicated for each strike	▼
Counter-	All strikes by opponent go towards a Counter Hit	▼
Counter+	All strikes go towards a Counter Hit	▲
CPU-	Difficulty level of the computer opponent is reduced by one level	▲
CPU+	Difficulty level of the computer opponent is increased by one level	▼
Guard- XX%	Inflicts the indicated percentage of damage in spite of own defence	▼
Guard+ XX%	Inflicts opponent with the indicated percentage of damage in spite of his defence	▲
HV-	Your horizontal attacks are weaker against vertical attacks	▼
HV+	Your horizontal attacks are stronger against vertical attacks	▲
Reflect XX%	Reflects damage by the indicated percentage following an opponent's hit	▲
SC A+	Raises strength of a strike during Soul Charge	▲
SC Def-	Reduces defence during Soul Charge	▼
SC Def+	Raises defence during Soul Charge	▲
SC HP-	Energy level is used up during Soul Charge	▼
SC HP+	Energy level is regenerated during Soul Charge	▲
SC Spd-	Movements are slower during Soul Charge	▼
SC Spd+	Movements are faster during Soul Charge	▲
SC+	Soul Charge is achieved more quickly	▲
SC++	Soul Charge is achieved very quickly	▲
SCXUB	All attacks are unblockable at Level X during Soul Charge	▲
Hit –XHP	In case of a hit: loss of energy level points indicated	▼
UB-	Your own character cannot block	▼
VH-	Your vertical attacks are weaker against horizontal attacks	▼
VH+	Your vertical attacks are stronger against horizontal attacks	▲
-XHP	Character loses X energy level points per second	▼
+XHP	Character regenerates X energy level points per second	▲
XX% damage	Loss of energy level points amounting to the indicated percentage of inflicted damage	▼

ASTAROTH

Age: created seven years ago **Birthplace:** unknown **Height:** 202 cm **Weight:** 130 kg
Date of Birth: 3rd September **Blood Type:** none **Weapon:** a giant axe referred to as Kulutues
Fighting Style: Gyulkus **Available:** can be played from the start

Astaroth, the golem, was created by a high priest, an admirer of Ares, the God of War. Armed with a giant axe, Astaroth was sent forth to retrieve the sword known as Soul Edge. However, the golem was defeated in battle and was supposedly killed.

He was regenerated years later thanks to some remaining fragments of Soul Edge.
As a result, his body is now stronger than ever and his will to find the weapon remains unbroken.

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

Tactics and Tips

The far reach of Astaroth's weapon is his distinguishing combat feature. Consequently, he favours medium- to far-range challenges. He is all the more vulnerable in direct, close range since he has few special moves which can be launched quickly.

Attempt to keep Astaroth's opponent at mid-distance and deploy surprise Throws. You should also focus on using A.B or ⇦A to prevent them from deploying an 8 Way Run. If you face a defensive character, use the low attack ⇩A.

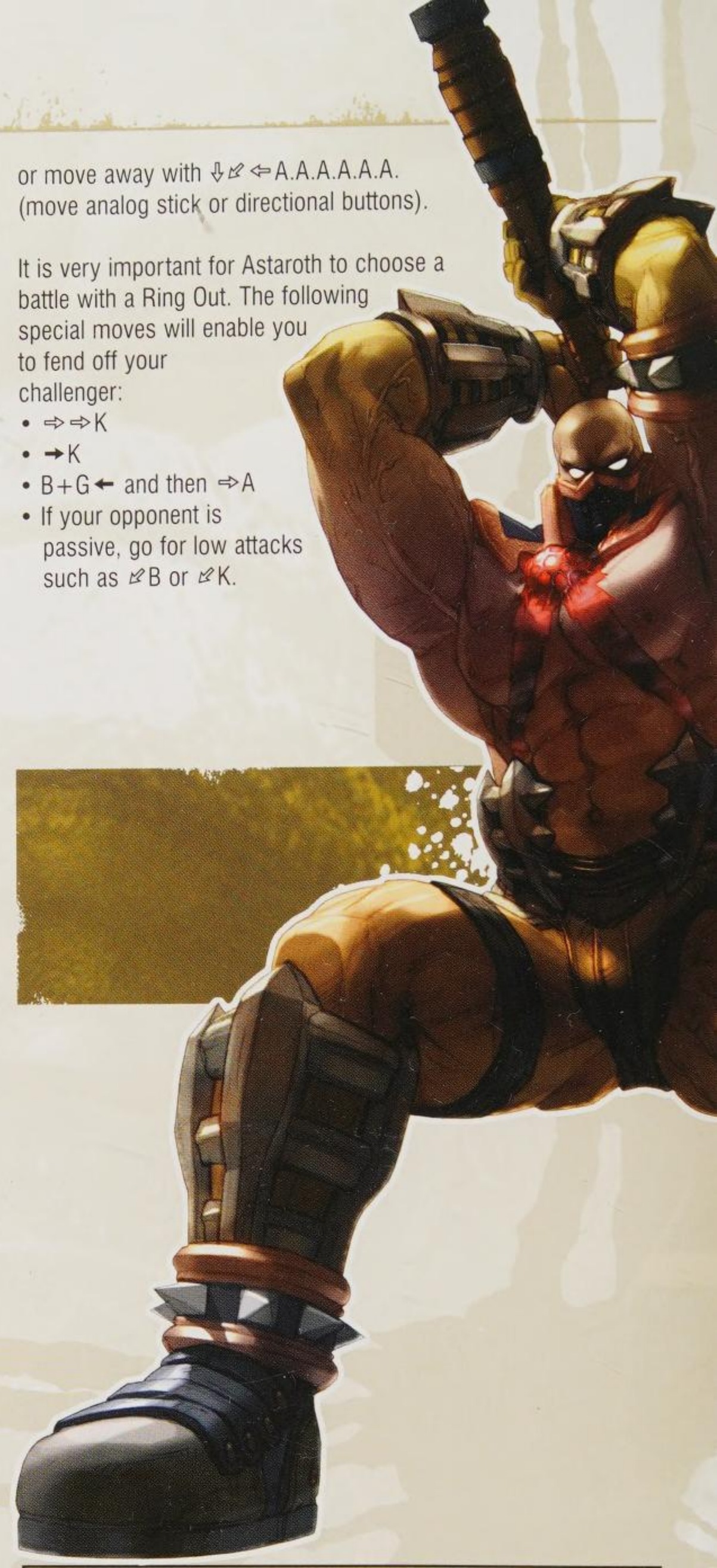
If your opponent concentrates on mid-range attacks, you can surprise them with ⇨.⇨K, whereby you will automatically dodge high blows. ⇨⇨**A**.B is also recommended, because, when used as a Counterattack, this strike will cause a cave in.

When close to an opponent, go for B+G← or B+G→. However, make sure you vary your Throws, so that it is difficult for your challenger to predict your next moves.

The special moves ⇨⇨B and ⇨B are also encouraged, whereby the latter will enable a combo to be applied following a Counterattack. To keep your opponent at a distance, press ⇦B or move away with ⇩⇙⇦A.A.A.A.A.A. (move analog stick or directional buttons).

It is very important for Astaroth to choose a battle with a Ring Out. The following special moves will enable you to fend off your challenger:

- ⇨⇨K
- →K
- B+G← and then ⇨A
- If your opponent is passive, go for low attacks such as ⇙B or ⇙K.



Guard Impact

Astaroth's Guard Impact is very important to him due to his sluggishness. Attack first with ⇦B to find out how your opponent reacts. If you are able to assess your opponent's moves, apply your Guard Impact followed by one of the special moves listed below:

- ⇘A+B to throw your opponent into the air and pursue with ⇨⇨B.
- Throws such as: ⇘A+B and B+G→, which can also be held.
- Put your opponent on Guard Impact too: ⇨⇨**K** to perform a delayed attack and then continue with ⇩B or ⇧B.

The Main Special Moves

Grip Shot to Ax Volcano	**⇨ A.B**
Attack level:	H, M
Damage:	17, 34
Horizontal attack	
If the first attack strikes as a Counterattack, the subsequent hit is guaranteed. The second attack can be delayed for a while. In addition, **B** will make the second attack unblockable.	

Poseidon Tide Rush	**⇩⇙⇦ A.A.A.A.A.A**
Attack level:	M (AT), M x 5
Damage:	18, 9 x 5
Horizontal attack	
Astaroth can be moved with the analog stick during this string of rotating attacks. If the first attack strikes, an Attack Throw will follow automatically.	

Tornado Spike	**⇨ ⇨ A.B**
Attack level:	M, M
Damage:	37, 72
Horizontal attack	
The weapon is swung first horizontally, then downward. If the first attack strikes, the subsequent hit is guaranteed due to the cave in effect. A good attack against the 8 Way Run.	

Ax Crash	**⇨ ⇨B**
Attack level:	M
Damage:	49
Vertical attack	
Opponents rammed at close range by these attacks will fall to the ground. A knock down is triggered off as a Counterattack. In SC2: Guard Break.	

Bear Fang	⇦B
Attack level:	M
Damage:	27
Vertical attack	
This swift head-butt is useful for close-range attacks due to the short time it takes to carry out. If the attack is blocked, Astaroth will generally need less time to recover than his opponent.	

Body Splash	⇨ or →B+K
Attack level:	H
Damage:	33
Special	
At the launch of this move, high attacks are avoided. This move automatically has Guard Impact against high and mid attacks. If this strikes as a Counterattack – or is held – your opponent will fall down.	

Bull Rush	⇨⇨K or while crouching ⇘K
Attack level:	M
Damage:	31
Kick	
Holding this attack until maximum is reached (cancel with G) will cause a flying impact, which results in the opponent landing behind Astaroth.	

Poseidon Crest	↑ or ↓A.A
Attack level:	M, M
Damage:	25, 25
Horizontal attack	
If the first of these spin attacks hits, the subsequent strike is guaranteed. Vary this attack by pressing A – once only – in order to cut the move short, making it difficult for your opponent to predict your next move.	

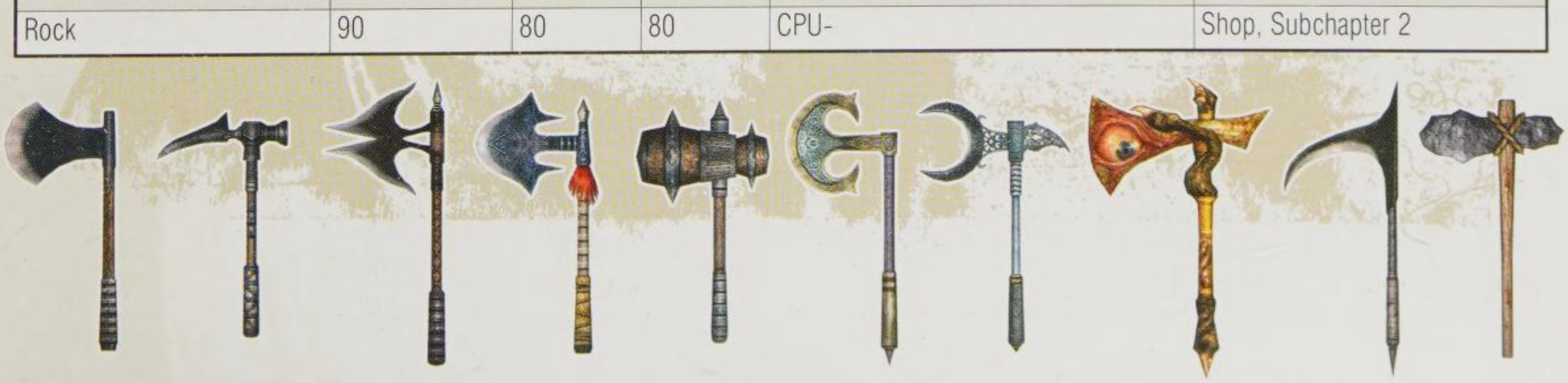
Flight of the Wicked	B+G←
Attack level:	Throw
Damage:	44
Throw	
Although this Throw into the air is not particularly forceful, you can follow it through with ↑B or ↓B or ←B, any one of which will inflict a large amount of damage. You can launch this attack, for instance, by a strike with ⇦A.	

Astaroth's Combos

Combo	1st Attack	2nd Attack	Approx. damage	Notes
1	B⇨K	B+G	95	1st strike must hit as a Counterattack
2	⇘A+B	⇩⇙⇦A	105	2nd attack: moves to opponent after entering button combination
3	⇘A+B	⇨⇨B	74	-
4	⇨B	↓ or ↑B	-	1st strike must hit as a Counterattack. 2nd attack: move clockwise so that your opponent is hit
5	⇘A+B	B.B	91	1st strike must hit as a Counterattack
6	B+G⇦	↓ or ↑B	87	-

Astaroth's Weapons in Weapon Master Mode

Weapon	Range	Attack	Defence	Features	Location
Kulutues	100	100	100	-	Standard weapon
War Hammer	90	100	100	SC1UB, SC A+, SC Spd-	Shop, Chapter 1
Terror Moon	100	100	70	Guard+ 20%	Shop, Chapter 2
Battle Ax	100	70	130	HV+	Shop, Chapter 3
Great Maul	90	120	100	HV+	Shop, Chapter 4
Tabar	100	100	100	Counter+, Guard- 20%	Shop, Chapter 6
Nanbanfu	100	130	100	VH+, Guard- 20%	Shop, Chapter 8
Bulova	120	100	100	Atk -3HP, SC HP+	Shop, Chapter 10
Soul Edge (Complete)	100	120	100	-2HP, CPU+, SC1UB	Shop, Extra Chapter 1
Thanatos	100	100	140	Absorb 75%, CPU+, UB-	Shop, Extra Chapter 2
Rock	90	80	80	CPU-	Shop, Subchapter 2



BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
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SEUNG MINA
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TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

CASSANDRA ALEXANDRA

Age: 21 **Birthplace:** Athens, Ottoman Empire **Height:** 164 cm
Weight: she claims that she hasn't weighed herself in a long time... **Date of Birth:** 20th July
Blood Type: B **Weapon:** a short sword named Omegasword and a small shield called Nemea Shield
Fighting Style: Athenian Style **Available:** can be played from the outset

Cassandra's elder sister Sophitia, once succeeded in damaging the Soul Edge sword. However, the weapon was not, in fact, destroyed and Sophitia was poisoned by splinters.

Many years have since passed and the poison from Soul Edge has been transmitted to Sophitia's children. In order to help her sister, Cassandra undertakes to search for the demonic weapon.

BASICS
FIGHTING SCHOO
CHARACTERS
WEAPON MASTE
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

Tactics and Tips

Cassandra's small size and relatively short sword make her unsuitable for long-range combat. However, these factors, combined with her agility, make her an ideal choice if you prefer close combat.

Her best mid-range moves are with 8 Way Run, or to move towards her opponent with ⇨⇨ or ↘ or ↗ or ↘A. Otherwise, carry out the first attacks with B.B and delay any subsequent attacks in order to trick your challenger.

If your opponent prefers fighting at mid-range, using vertical attacks, go for ↓A.A and benefit from the automatic dodging move built into this attack.

When focusing on long-distance high attacks, you can apply the Angel Step with ⇩↘⇨ in order to move forward while crouching. This can be followed by various attacks. However, it is better to wait for a short while (no entry, i.e. neutral move), then cancel the Angel Step with, for example, ⇦ or ⇨ and immediately enter one of the following attacks:

- ⇩↘⇨*⇨K or
- ⇩↘⇨*⇨A+G or
- ⇩↘⇨*B+G or
- ⇩↘⇨*⇩↘⇨ (double Angel Step)

If you are right next to your opponent, select A.A or ⇩A or ⇩K to take control. If one of these attacks hits, follow it up with a mid attack like B.B, or a Throw such as ⇨⇨B+G or A+G.

Should your opponent frequently go for an 8 Way Run, you can put a stop to it with ⇨⇨A. To prevent an opponent from getting too close, select B.K. Although the subsequent hit is not guaranteed, the kick has a far reach and the recovery period is almost immediate – even in the case of a block.

Guard Impact

First of all, take a look at your opponent to establish how they will react following your attacks. If you can get a good insight, use your Guard Impact and then ↘B to make them fly into the air. Continue quickly with ⇩↘⇨B to follow through with mid or low attacks when the character lands, or with a Throw when they get up.

The Main Special Moves

Slide Flow	A.A
Attack level:	H, H
Damage:	13, 16
Horizontal attack	
If the first attack strikes, the subsequent hit is guaranteed. This can be followed by B.B or a Throw. If your opponent blocks, cancel with G.	

Angel Snipe	⇨⇨ or ↘ or ↗ or ↘A
Attack level:	M
Damage:	32
Horizontal attack	
High attacks will automatically be avoided when launching the strike. If the attack is blocked, Cassandra is still relatively safe due to the short recovery time.	

Reverse Illusion	↘A.B
Attack level:	M, M
Damage:	23, 35
Horizontal attack	
If the first attack is a Counterattack, the subsequent hit is guaranteed and your opponent will fly into the air. Vary your battle style by either delaying the second strike or opting to forgo it in favour of a normal hit.	

Cutlass Thruster	⇦⇦A.B
Attack level:	H, M
Damage:	25, 32
Horizontal attack	
If the first sword strike is held, or if it hits as a Counterattack, the subsequent hit is guaranteed. In SC3 the second attack is unblockable.	

Angel's Wave	B.K
Attack level:	M, M
Damage:	16, 22
Vertical attack	
The short break between attacks is not a problem as long as the first one is a hit. This is a good special move for close combat, and should be followed by mid attacks or Throws.	

Guardian Strike	⇩B.B
Attack level:	SM, M
Damage:	16, 28
Vertical attack	
If the first attack strikes as a Counterattack, the subsequent hit is guaranteed. Always carry out the first attack alone, only applying the second in the case of a Counterattack. If the second attack is a hit, press K for a further attack.	

Angel's Exile	⇩⇘⇨B
Attack level:	M
Damage:	48
Vertical attack	
In the case of a hit, the opponent flies backwards and you can follow on with, for example, AA. The short preparation time for this move makes it a good option against opponents who take a long time to launch attacks. In SC2: Guard Break.	

Shield Slide Rush	↓A.A, if player is on the right: ↑A.A
Attack level:	H, H
Damage:	20, 30
Horizontal attack	
If the first attack is a hit, the next one is guaranteed. In the event of a Counterattack, this is followed by a cave in. This attack provides a good method of avoiding vertical attacks and is ideal for direct combat at close range.	

Angel's Embrace	⇨⇨B+G
Attack level:	Throw
Damage:	32
Throw	
If this attack is a hit, a cave in follows and you can easily follow on with further attacks. As this is quite a strong Throw, your opponent will soon become accustomed to it and will escape it with B. For this reason, go for an A+G Throw now and again.	

Cassandra's Combos

Combo	1st Attack	2nd Attack	3rd Attack	Approx. damage	Notes
1	⇘B	⇩⇘⇨B	-	66	-
2	⇦⇦A	⇘B	⇩⇘⇨B	109	-
3	⇨⇨B+G	⇘A+B	-	74	-
4	A+B	⇖K or kB	-	71	-
5	⇙K	⇦⇦B+K	-	62	-

Cassandra's Weapons in Weapon Master Mode

Weapon	Range	Attack	Defence	Features	Location
Omegasword & Nemea Shield	100	100	100	-	Standard weapon
Spiked Shield	100	130	100	HV-	Shop, Chapter 1
Dark Blade	125	100	60	Guard+ 20%	Shop, Chapter 2
Metesashi	100	75	130	VH-	Shop, Chapter 3
Spine Blade	80	130	100	Guard+ 40%	Shop, Chapter 4
Katzbalger	120	100	70	SC Spd+, SC HP-	Shop, Chapter 5
Red Crystal Rod	100	100	100	+2HP, HV-	Shop, Chapter 9
Ivan the Terrible	120	100	100	15% damage, SC A+	Shop, Chapter 10
Soul Edge (Complete)	100	135	100	Counter+, Atk -3HP	Shop, Extra Chapter 1
Valkyrie	100	135	130	Guard- 40%, +3HP, CPU+	Shop, Extra Chapter 2
Keepsake	100	50	100	CPU-	Shop, Subchapter 3

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

CERVANTES DE LEON

Age: 48 (he never ages) **Birthplace:** Valencia, Spain **Height:** 177 cm **Weight:** 80 kg **Date of Birth:** 1st January
Blood Type: none **Weapon:** the female version of the Soul Edge sword and a pistol sword named Nirvana
Fighting Style: Soul Edge style **Available:** must be activated in Weapon Master mode, see page 163

The dreaded pirate Cervantes de Leon once possessed Soul Edge in its original state. In those days there were two swords, one with a "male" and one with a "female" blade. Under the influence of Soul Edge, Cervantes brought war and misery to Europe.

However Cervantes was killed by a holy warrior and one of the blades was destroyed. Some of the sword's splinters penetrated Cervantes' corpse and his body was slowly revived. Once his spirit returned so then did his unrestrained desire to retrieve Soul Edge.

As the second sword was destroyed in the meantime, Cervantes can only search for further fragments. Meanwhile he has regained his strength and his craving to retrieve Soul Edge is greater than ever.

BASICS
FIGHTING SCHOO
CHARACTERS
WEAPON MASTE
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

Tactics and Tips

Cervantes has many attacks, which are both strong and far-reaching. However, short and agile moves are not his strong point, so you should aim to keep his opponents at mid-range and use mainly the following strikes: ⇨⇨A produces a high, long-range attack which, when successful, hurls your opponent to the ground. Alternatively, the mid attack ⇨⇨B is less predictable.

For an 8 Way Run, ↘ or ↗B is recommended, followed by ⇩⬋⇦B as a surprise attack. Dodge high attacks by assuming the crouched position. While crouching, it is best to carry out A+B and when getting up K.

Force your opponents into a low defence with ⬋A, and then hit them with ⬋a**B**. If your opponent is somewhat defensive, deploying an unblockable attack with ⬋a**B**. ↘A is a good tactic against an 8 Way Run.

It is best to follow strikes which have a short recovery period (e.g. ⬋K or A.A) with the mid attack ⇨⇨B or a Throw such as A+G or B+G. This will break your opponent's train of thought.

If your challenger forces you into battle at close range, go for Guard Impact or B+K or A+K. A further idea is to occasionally deploy an attack with ⇦B.K, which is quick to launch and causes your opponent to move further away.

One of Cervantes' specialities is the Aft Dread Pressure where he is required to have his back to his opponent. This position can also be initiated "artificially" by entering ⬋A+B and cancelling with G. The exact button combination is: ⬋A+B.G, then quickly A+B.

Guard Impact

In view of Cervantes' weakness in close combat, you should train in deploying Guard Impact and similar attacking techniques. After defending successfully, it is best to follow with ⇨⇨B or ↘B. The latter is more difficult to carry out, but provides an opportunity for a Mid Air Combo. If your opponent also selects Guard Impact, go for ⇩⬋⇦B or the special button combination for Aft Dread Pressure: ⬋A+B.GA+B.

The Main Special Moves

Dread Wave	⬋A
Attack level:	T
Damage:	40
Horizontal attack	
If a strike follows this sweeping turn, the opponent will fall to the ground. It is possible to hold at maximum (damage 60). This attack can be feigned with ⬋A.B and a mid attack is carried out, which is difficult for your opponent to judge.	

Dread Pressure	⬋aB
Attack level:	M
Damage:	35
Horizontal attack	
This attack can be held with B, making it unblockable at maximum. The short amount of time required to launch the attack is a decisive advantage and makes it an ideal tactic following a Guard Impact or as your opponent is getting up.	

Bloody Hilt Kick	⇦B.K
Attack level:	M, H
Damage:	18, 20
Vertikaler Angriff	
The first attack is carried out quickly. If it strikes as a Counterattack, the subsequent hit is guaranteed. After the second hit the opponent will fall to the ground. The Bloody Hilt Kick should be used whenever your opponent's attack takes a long time to launch.	

Bile Lunges	⇨⇨B
Attack level:	M (AW)
Damage:	35
Vertical attack	
A successful strike at close range creates an Attack Throw. If the opponent blocks, you will be relatively safe due to the short recovery time. Always use this attacking technique for close combat and vary it with Throws.	

Iceberg Circular	⇖A+B or ⇧A+B
Attack level:	M
Damage:	50
Vertical attack	
Following a sweeping turn Cervantes hits the opponent into the air. The challenger will not only fly high up, but also travel backwards making this an ideal move with which to bring about a Ring Out. Possible to cancel with G.	

Flying Dutchman	**While crouching A+B**
Attack level:	M, M, M, M, M, M, M
Damage:	6 x 6, 20
Vertical attack	
During this attack Cervantes stabs three times with each of his swords and will then follow on with a strong thrust. If the first strike with the sword is a hit, then all attacks will hit. During the assault, press B repeatedly for a Guard Break and damage 30, instead of 20.	

Aft Dread Pressure	Back to opponent A+B
Attack level:	M
Damage:	30
Vertical attack	
If your opponent blocks this attack, only a short time is needed to recover. Following a hit, a Combo can be added. If the timing is right you will also be able to carry out this attack as follows: ↙A+B.G then A+B.	

Dread Charge	⇩↙⇦
Attack level:	-
Damage:	-
Special	
Dread Charge enables Cervantes to gather strength in his left sword, which can then be used for different attacks. Refer to the list on previous pages for more details on special moves. The most highly recommended attacking techniques are, however: ⇩A⇩A and ⇩A.A.B and ⇨B+K.	

Cervantes' Combos

Combo	1st Attack	2nd Attack	3rd Attack	4th Attack	Approx. damage	Notes
1	↗ or ↘B	⇩A+B	⇩K	-	70	-
2	Back to opponent A+B	↘ or ↗B	⇩A+B	↘ or ↗B	110	↗ or ↘ must be entered as ⇗⇗ or ⇘⇘
3	⇩↙⇦B	⇩A+B	⇧A+B	-	110	Press G prior to 2nd attack to turn back towards your opponent
4	⇘B	⇩A+B	↘ or ↗B	-	85	↗ or ↘ must be entered as ⇗⇗ or ⇘⇘. If the 1st strike hits as a Counterattack, the 3rd attack must be: ⇩A+B – damage approx. 110
5	⇩A+B	While crouching A+B, quite quickly B	-	-	70	1st strike must hit as a Counterattack

Cervantes' Weapons in Weapon Master Mode

Weapon	Range	Attack	Defence	Features	Location
Soul Edge & Nirvana	100	100	100	-	Standard weapon
Falchion	90	120	130	-	Shop, Chapter 1
Firangi	100	100	100	+1HP, HV-	Shop, Chapter 2
Erlang's Blade	110	100	100	HV-	Shop, Chapter 3
Acheron	100	100	100	Guard- 20%, SC A+, SC Def+	Shop, Chapter 4
Phlegethon	90	100	100	Guard+ 20%, SC1UB	Shop, Chapter 4
Cocytus	100	130	100	15% damage, SC1UB	Shop, Chapter 9
Styx	100	100	100	VH-, SC Spd+	Shop, Chapter 10
Soul Edge (Complete)	100	140	100	Absorb 20%, -4HP, CPU+	Shop, Extra Chapter 1
Lethe	100	150	120	Atk -5HP, CPU+	Shop, Extra Chapter 2
Imitation Sword	100	80	80	CPU-	Shop, Subchapter 2

CHARADE

Charade will mimic the fighting style and weapons of a randomly selected character. It is only possible to detect which figure he is imitating by his slightly modified movements and altered outward appearance.

Age: unknown **Birthplace:** unknown **Height:** various **Weight:** various
Date of Birth: unknownn **Blood Type:** none **Weapon:** Charade **Fighting Style:** Mind Scan
Available: must be activated in Weapon Master mode, see page 163

A travelling merchant once gave a beggar, whose identity remains unknown to this day, a piece of metal. This gift was said to be a charm against evil.

The stranger was then slain by bandits and his hand, which held the mysterious fragment, was severed from his body. Nobody knows exactly how long it took for the life-form Charade to emerge from these human remains nor what power lies behind them.

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

HEIHACHI MISHIMA

Age: 75 **Birthplace:** probably Japan **Height:** 179 cm **Weight:** 80 kg
Date of Birth: unknown **Blood Type:** B **Weapon:** none, only an arm protector referred to as Kiaiissen
Fighting Style: Mishima karate **Available:** an exclusive character in the PlayStation®2 version of Soulcalibur II, which can be played from the start

Heihachi came across a scroll, which told of a strange sword with evil powers: Soul Edge. This scroll contained a piece of metal on which Heihachi injured himself and then lost consciousness.

When he awoke, Heihachi found that he had been carried back 400 years to the 1600s and still had the metal splinter in his skin. Heihachi believed that the tiny fragment had to be a part of Soul Edge... Excited by the fact that he had been transported to a different world where the mightier rules, Heihachi is now in search of the legendary weapon.

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

Tactics and Tips

Although Heihachi is the only character in Soulcalibur II who fights with his bare fists, many of his attacks have a far reach. He only has few attacks which are effective sideways and against an 8 Way Run. For this reason, always ensure you remain close to your opponent.

To bridge the distance to the opponent, make use of ⇩↘⇨B or move forwards in a ducked position with ⇩↘⇨ or ⇨⇩↘. With ⇨⇩↘⇨*⇩↘ or ⇩↘⇨*⇩↘⇨ these moves can be repeated without Heihachi returning to his basic position. In this way you will be able to approach your opponent quickly whilst remaining relatively protected.

For mid-range attacks, select ⇦K or ⇦⇦A or ↓A or ↑A. Should ⇦K strike as a Counterattack, you can to continue with ⇩↘⇨B.

If your opponent goes on the defensive, you can play to Heihachi's close combat strengths. Enter B.B, enabling you to cancel after the first strike as an alternative, in order to follow it through with low attacks ⇨⇩↘K or mid attacks such as ↘BB or ⇨⇩↘B. In addition, be sure to deploy Throws such as ⇨⇨B+G or A+G.

Guard Impact

In the event of a block, many of Heihachi's attacks require a long recovery period so it is advisable to use Guard Impact frequently. If you have defended successfully, ⇨⇩↘B is ideal. ⇩↘⇨B and ⇨⇨B are recommended also. If your opponents choose Guard Impact, attack them with ⇨⇨**B**. Even if an opponent blocks this attack, you will not be at a disadvantage, since your challenger will stagger back a little.

The Main Special Moves

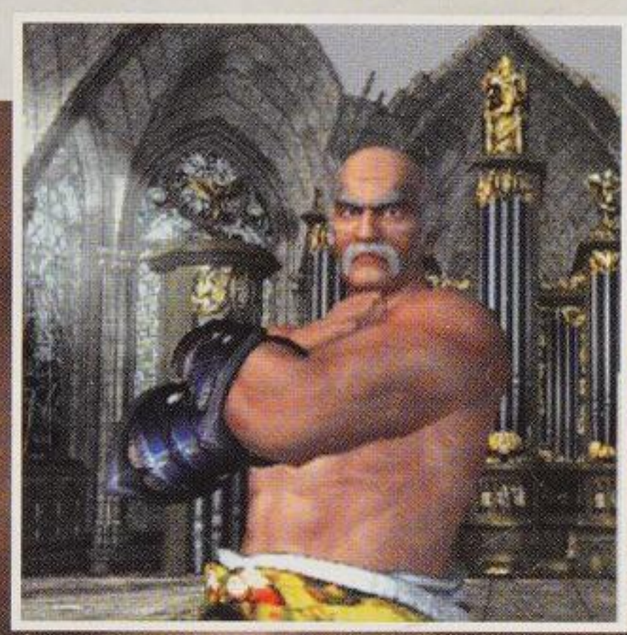
Demon Kicker	B.B.K
Attack level:	H, H, H
Damage:	10, 14, 23
Vertical attack	
If the first attack is a hit, the subsequent one is guaranteed. The swiftness of these first two attacks makes them ideal for stopping your opponents in their tracks and for countering their attacks.	

Hilt Crush	⇦⇦A
Attack level:	M
Damage:	26
Horizontal attack	
This edge-of-the-hand strike will spin your opponent 90° so that Heihachi has the advantage. In the case of a Counterattack a lurch will follow. This attack can be followed with further strikes, or a Throw.	

Demon Uppercut	⇨⇨B
Attack level:	M
Damage:	40
Vertical attack	
When this strike hits, the opponent is hit high into the air. As regards a Counterattack: flying impact. Held at maximum, this strike is a strong Guard Break attack.	

Iron Hand	⇩↘⇨B
Attack level:	M
Damage:	54
Vertical attack	
This attack is rapidly launched and sends your opponent flying backward. As a Counterattack: propels back. In SC2 Guard Break.	

Rising Uppercut	⇨⇩↘B
Attack level:	SM
Damage:	35
Vertical attack	
This is one of Heihachi's most important attacking techniques, as well as one of the fastest mid attacks in the entire game. The attack level will alter to mid and the launch and recovery stages of the attack will be reduced by pressing ⇨⇩↘+B (i.e. ↘ and B simultaneously). Moreover, your opponent will fly into the air.	



Back Spin Kick	⇦K
Attack level:	H
Damage:	33
Kick	
A kick which knocks your opponent to the ground. As a Counterattack: pitches over. This is one of the few attacks which is effective against an 8 Way Run.	

Dark Thrust	while getting up B
Attack level:	M
Damage:	34
Vertical attack	
An excellent attacking technique in order to be able to get up from the ground. As a Counterattack: pitches over. In this case a quick strike should follow, such as ⇩↘⇨B.	

Oni Killer	↑ or ↓A
Attack level:	H
Damage:	38
Horizontal attack	
A strike, followed by a fast spin, this move sends your opponent flying back. This is an ideal way to win with a Ring Out and is also effective against an 8 Way Run.	

Spinning Demon	⇨⇩↘K.K.K
Attack level:	T, T, T
Damage:	20, 15, 15
Kick	
Heihachi will carry out a maximum of three consecutive flooring attacks. If the first one strikes as a Counterattack, the second hit is guaranteed. A mid attack is carried out by entering B after the first kick. This is a good tactic for confusing your opponent.	

Heihachi's Combos

Combo	1st Attack	2nd Attack	3rd Attack	Approx. damage	Notes
1	⇨⇩↘B	⇩↘⇨B	-	73	-
2	↘B.B	⇦B	-	68	-
3	A+B	↓ or ↑K	-	49	-
4	⇦K	⇩↘⇨B	-	94	1st strike must hit as a Counterattack
5	⇦⇦A	↘B.B	⇨⇩↘B	102	1st strike must hit as a Counterattack
6	While getting up B	⇨⇨B	⇩↘⇨B	119	1st strike must hit as a Counterattack

Heihachi's arm protector in Weapon Master mode

Arm protector	Range	Attack	Defence	Features	Location
Kiaiissen	100	100	100	-	Standard weapon
Gojou	100	100	40	Guard+ 20%, Counter+	Shop, Chapter 1
Hakuraimononofu	100	75	130	VH-	Shop, Chapter 2
Kenkoudaiichi	100	100	60	+2HP, HV-	Shop, Chapter 3
Tenkamusou	100	135	100	Counter-, SC A+	Shop, Chapter 4
Hibitanren	100	100	140	Counter+, Atk -3HP	Shop, Chapter 6
Hadakaikkan	100	100	100	Guard- 40%, SC A+, SC Def+	Shop, Chapter 6
Dohatsuten	100	100	100	VH+, Hit -3HP, SC++	Shop, Chapter 8
Soul Edge (Complete)	100	140	70	Absorb 33%, HV-, CPU+	Shop, Extra Chapter 1
Tekken	100	140	135	Reflect 36%, -2HP, CPU+	Shop, Extra Chapter 2
Neshougatsu	100	80	80	CPU-	Shop, Subchapter 2

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

IVY
ISABELLA VALENTINE

Age: 32 **Birthplace:** London, British Empire **Height:** 179 cm **Weight:** 58 kg **Date of Birth:** 10th December
Blood Type: unknown **Weapon:** a Snake Sword called Valentine (formerly Ivy Blade)
Fighting Style: Unrelated Link **Available:** can be played from the outset

Valentine, the deceased count and alchemist, was driven by the desire to acquire the Soul Edge sword, which was said to contain the key to eternal youth. Ivy, his adopted daughter and last of Valentine's family, also sought the weapon but with the aim of destroying it. Ivy joined forces with Nightmare to create "Ivy Blade", a sword, which resembles a whip.

Ivy discovered Nightmare's sinister intentions too late and the fact that "Ivy Blade" only existed as a result of Soul Edge. Ivy renamed her sword "Valentine" and has since been driven by her desire to destroy all Soul Edge fragments and followers.

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

Tactics and Tips

Ivy's strength lies in her sword, which turns into a type of whip, giving her far-reaching attacks. She is not a good close combat fighter, so you should keep your opponents at mid- to far-distance.

Good mid-range attacks include ⇦B or ⇨B⇩K or ⇩⬋⇦B, the last one being most effective as it enables you to dodge vertical attacks. Furthermore, you can put your opponent under pressure with ⬋A.A or ⇨**B**. If your challenger dodges the last thrust, you should go for ⇨**B**⇩ or ⇧. Due to its vast reach, ⬇A or ⬆A is also effective. Nevertheless, launching the attack is time-consuming.

Deploy an 8 Way Run and sidesteps: ⇩ as a sidestep, for instance, should follow ⇨A. After dodging the opponent with an 8 Way Run enter ⬇B or ⬆B.

⬇B or **⬆B** changes automatically to the Spiral Tribute position. You can reduce the recovery time with ➡ or ⬅. Then press K, or to be more precise: **⬆B** or **⬇B**, ➡ (to move towards opponent) and K.

For close combat focus mainly on S-mid attacks with ⇩A, which evades high attacks. If it is a hit, follow it through quickly with ⇨⇨B. If your opponent adjusts to this attacking technique and assumes a defensive position, you can step back in order to create the best battle distance for yourself.

Change to the Serpent's Embrace position and enter B in order to attack an opponent who is on the ground. This attack will hit opponents, irrespective of whether they are standing or lying on the ground. **B** will make the attack unblockable. Should your opponent roll away to the side, enter ⇦B+K during the Serpent's Embrace position.

Guard Impact

After thrusting off with ⇨+G, continue with ⇖ or ⇧ or ⇗A+B.A. If this attack is a hit, you can inflict extra damage with ⇨⇨A or u⬋B. **⬆B** or **⬇B** is advisable after skidding away with ⇦+G. By pressing A you will benefit from changing into the Spiral Tribute position in order to move into the Serpent´s Embrace position. Afterwards, attack with B just as you do for thrusting off.

The Main Special Moves

Ancient Wheel	⬋ **A.A**			Horizontal attack
Attack level:	T, T	Damage:	19, 23	

Ivy sweeps her sword-whip twice around her at ground level. Its long reach makes it an ideal weapon, not only against an 8 Way Run. If the first attack hits as a Counterattack, the next hit is guaranteed.

Cursed Mark	⇩**A**			Horizontal attack
Attack level:	SM	Damage:	16	

This close-range assault plays an important role due to Ivy's weak A.A and B.B attacks. Following a hit, the attack can be continued successfully with ⇨⇨B. If this attack hits as a Counterattack, the opponent will fly into the air.

Venom Lash	⇩⬋⇦**B**			Vertical attack
Attack level:	MM	Damage:	17, 19	

This attack has a long reach and is relatively safe in spite of its long recovery period, since Ivy pulls back a little following the attack. With ⇩⬋⇦**B** she will assume the Spiral Embrace position.

Wolf Lash	↘ or ↗ **A**			Horizontal attack
Attack level:	H	Damage:	36	

Although it takes some time to launch this attack, a hit will cause a cave in and your opponent will be pushed back. In addition, the recovery time will be short, even if the attack is blocked.

Drowning Madness	⬆ or ⬇**B**			Vertical attack
Attack level:	M	Damage:	31	

The sword is swung upwards like a whip and has a long reach. When hit, the opponent will fly into the air so that the move can be followed by, for example, ⇨B⇩. A short recovery period is required.

Serpent's Breath	⇨⇨**B**			Vertical attack
Attack level:	M	Damage:	33	

As a Counterattack the opponent will fly into the air and you can follow it through swiftly with, for example, ⇨Bu. With **B**, Ivy will shift automatically to the Spiral Tribute position.

Spiral Tribute				
Attack level:	-	Damage:	-	Special

The following attacks result in the Spiral Tribute position:
- ⇨⇨**B**
- ➡**B**
- ⬆ or ⬇**B**

In this position Ivy will swing her sword-whip above her head. Of all possible attacks, the following ones are recommended:
- B (followed by B.B)
- K (as a Counterattack: staggers)

Spiral Serenade	**A+B**			
Attack level:	-	Damage:	-	Special

The following attacks result in the Spiral Serenade position:
- A.**A** directional button
- B**B** directional button
- ⇦⇦**A**

The sword will hang down as a whip and Ivy can be moved at will. Press G to cancel this position. Of all the possible attacks B.B is particularly recommended.

Calamity Symphony		During Whip ↘↖⇨⇩↘↙A+K		
Attack level:	Wurf	Damage:	95	Throw

It takes time – and plenty of practice – to be able to carry out this attacking technique. However, if this button combination is entered accurately and quickly the damage of the Throws will increase to 110. To carry out the attack with the sword in its solid state: ↘↖⇨u↘u↙⇦, wait a moment, then A+K.

Serpent's Embrace				
Attack level:	-	Damage:	-	Special

The following attacks result in the Serpent's Embrace position:
- ⇩↙⇦**B**
- During Whip A+B
- During Spiral Tribute A

The sword-whip will wrap itself around Ivy's body. Press G to cancel, but the following attacks will be more effective:
- A.A
- ⇩A
- A+B

Spiral Lust				
Attack level:	-	Damage:	-	Special

The following attacks result in the Spiral Lust position:
- ↘**A+B**
- ←B+K
- ⇦⇦**B+K**

It is important that you keep the appropriate buttons pressed down which resulted in the change in the first place. Only in this way will you be able to stay in the position and Ivy's sword will remain on the ground.

Ivy's Combos

Combo	1st Attack	2nd Attack	3rd Attack	Approx. damage	Notes
1	↘ or ↗A	↓ or ↑B	⇨B⇩	128	2nd attack: ↑ or ↓ must be entered as ⇧⇧ or ⇩⇩
2	⇗A+B.A	⇨⇨A	-	65	-
3	While crouching ↙B	⇨B⇩	-	82	Press G prior to 2nd attack to turn around
4	⇧ or ⇗B	⇩B+K	-	72	1st strike must hit as a Counterattack
5	⇦A	During Whip ↘↖⇨⇩↘↙A+K	-	156	1st strike must hit as a Counterattack. 2nd attack: After entering ↘↖⇨⇩↘⇩↙⇦ wait a moment, then key in A+K. Other Throws may be included

Ivy's Weapons in Weapon Master Mode

Weapon	Range	Attack	Defence	Features	Location
Valentine	100	100	100	-	Standard weapon
Mirage Blade	100	60	100	SC2UB	Shop, Chapter 1
Wiseman Mace	100	100	55	Atk +3HP	Shop, Chapter 2
Dream Blade	100	100	100	Guard+ 20%, HV-	Shop, Chapter 3
Chained Flail	100	135	100	VH+, Atk -3HP	Shop, Chapter 4
Viper Edge	100	130	100	HV-	Shop, Chapter 5
Alraune	100	120	75	Guard- 30%	Shop, Chapter 7
Demon Tail	100	100	100	VH-, SC A+	Shop, Chapter 9
Soul Edge (Complete)	100	120	100	-2HP, CPU+, SC Def+, SC HP-, SC A+ Shop	Extra Chapter 1
Kaleidoscope	100	130	100	Guard+ 60%, Atk -3HP, SC1UB, CPU+	Shop, Extra Chapter 2
Prototype Ivy Blade	100	80	120	CPU-	Shop, Subchapter 2

KILIK

Age: 23 **Birthplace:** unknown, grew up in the Ling-Sheng Su temple **Height:** 167 cm **Weight:** 63 kg **Date of Birth:** 9th February **Blood Type:** A **Weapon:** a rod named Kali-Yuga **Fighting Style:** Secret Art of Ling-Sheng Su Style Rod **Available:** can be played from the outset

Kilik was an orphan and grew up among the monks in the Ling-Sheng Su temple. As a result of his daily training in martial arts, Kilik attained refined skills in using the rod. One day the temple was destroyed and Kilik narrowly escaped...

An old man, who adopted Kilik, learned that Soul Edge was the root of all this evil. The man taught the young warrior secret skills so that his apprentice could one day destroy the demonic blade.

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

Tactics and Tips

Kilik's strengths lie in mid- to far-range attacks. Accordingly, he has only a few attacks which are quick to launch, and is therefore at a disadvantage when in close combat.

Ensure that you are always far enough away from your opponent using, for example, ⇨B in order to keep them at a distance. For mid-range attacks it is best to activate either A.A or ⬆A.B or ⬇A.B or ⇨⇨A or ⬉A or ⬋A, since these attacks will also be effective against an 8 Way Run. If one of these strikes is a hit, follow it through by taking aim at your opponent's feet with ⇩A. As your opponent rises to their feet, continue with K.B.

Intersperse the following attacks with various attack levels so that you confuse your opponent:

- ⇩A (low)
- ⬊ or ⬋A (low)
- ⬊B (mid)
- ⬆ or ⬇B (mid)

The following tactic is ideal as a surprise attack: jump (delayed) B or jump (delayed) K. The first is a low attack and the second a mid attack. As both attacking techniques are carried out during a jump and are quick to launch, it is virtually impossible to detect the difference.

Guard Impact

Guard Impact is essential for Kilik, due to his weakness in striking at close range. Find out, first of all, which kind of attacks – and corresponding attack levels – your opponent uses. You can deploy Guard Impact, i.e. ⇩⬊⇨, against horizontal attacks, since the attack level is immaterial in this respect. If Guard Impact is a success, you ought to follow it through with ⬊B or ⬇B or ⬆B.

Should your opponent also select Guard Impact, ⇦A+B.B or ⇨A+K is a good choice. It takes somewhat longer to launch these, so they are ideal for confusing your opponents and their Guard Impact will vanish into thin air.

The Main Special Moves

Bo Rush Combo	A.A.B
Attack level:	H, H, M
Damage:	18, 22, 32
Horizontal attack	
If the first attack strikes, the next one is guaranteed. If one of the two first attacks lands as a Counterattack, the third will also be a subsequent hit. If the third attack strikes, your opponent will fly into the air. Kilik can be made to attack and sidestep with A.A⇧ or ⇩.	

Raging Phoenix Rising	⇨ A.A.B + K
Attack level:	H, H, M M
Damage:	15, 20, 15, 30
Horizontal attack	
The first strike will determine the subsequent hit, just as the third hit will guarantee a successful fourth attack. If the first or second attack hits as a Counterattack, all attacks will be successful. Deploy this attacking technique for close combat and against an 8 Way Run.	

Cross Bo	⇨ ⇨ A
Attack level:	H H
Damage:	25, 25
Horizontal attack	
This attack results in two hits which hurl your opponent to the ground, making it an ideal tactic against an 8 Way Run. If an opponent blocks, they are weakened by a long recovery period.	

Dirty Bo	⬋ A + B and Trick Bo ⬊ A + B
Attack level:	T (AW)
Damage:	10
Special	
Your opponent can be thrown forwards with ⬊A+B (escape with A). Your challenger can be thrown backwards with ⬋A+B (escape with B). If Kilik is standing with his back to the wall of the arena, he will be able to undertake a Ring Out with ⬋A+B.	

Tribute	⇩⬋⇦
Attack level:	-
Damage:	-
Special	
This move is not particularly effective, since all subsequent attacks require a long recovery period. Nevertheless, it is interesting to watch and the low attack activated by ⇩⬋⇦A is quite effective against an 8 Way Run. By keying in *⇧ or ⇩, Kilik will move to the side after the Tribute position.	

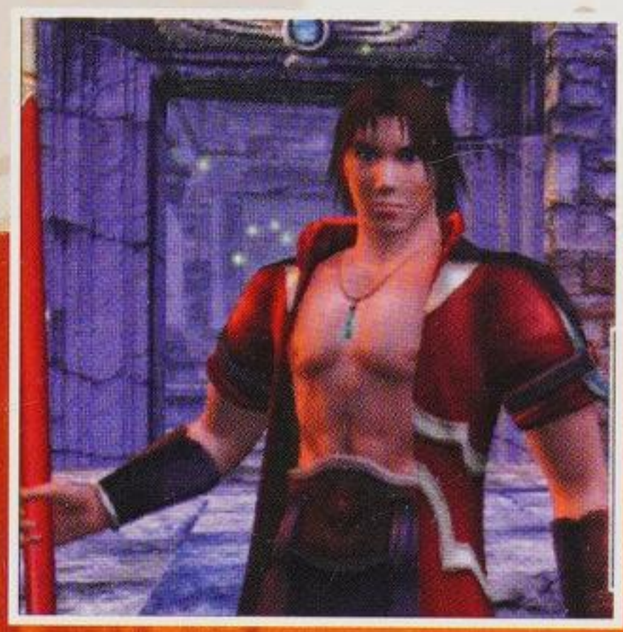
Raven Slaughter	⬆ or ⬇B
Attack level:	M
Damage:	36
Vertical attack	
A mid attack where Kilik takes a small jump and, in the case of a hit, hurls his opponent up and back, making it an ideal tactic for a Ring Out. Vary this move with low attacks in order to confuse your opponent.	

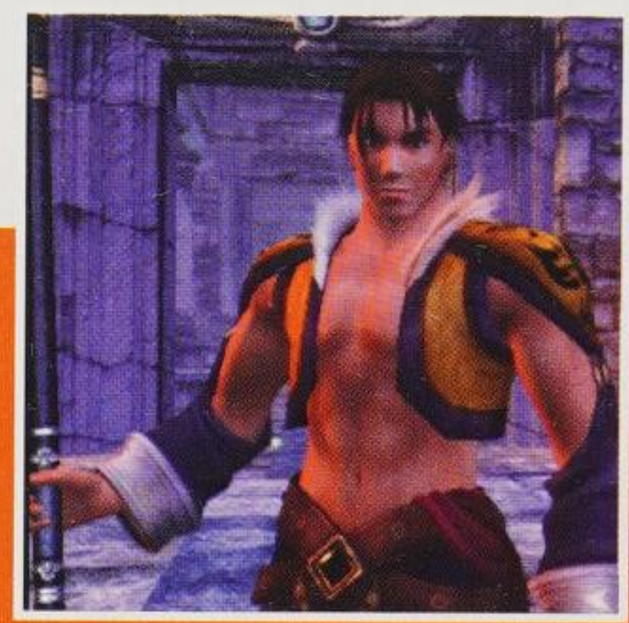
Phoenix Hop	While getting up K.B
Attack level:	M, M
Damage:	24, 24
Kick	
If the first kick strikes as a Counterattack, the next one is guaranteed. Following the hit from the second attack the opponent will fly into the air. In addition, the first short jump will dodge low attacks.	

Monument	⇩⬊⇨
Attack level:	-
Damage:	-
Special	
As long as Kilik has his rod in front of him and it is illuminated, a Guard Impact is activated automatically against horizontal attacks. Kilik will move sideways with *⇩ or ⇧. ⇩⬊⇨A is the same attacking technique as uA and is useful for keeping the opponents at a distance. ⇩⬊⇨K is a kick combination which is quick to launch and knocks your opponent to the ground.	

Kilik's Combos

Combo	1st Attack	2nd Attack	Approx. damage	Notes
1	↘B	⇨kB	50	-
2	↘B	⇨A.A.A	59	Delay 2nd attack, otherwise not all strikes will hit
3	↓ or ↑B	↘B.B	64	-
4	⇩↘⇨A+G.⇦⇨A.⇦↙⇩↘⇨B	⇦B	103	1st attack is a Throw
5	⇩↘⇨K	⇨B+K	69	-
6	While getting up K.B	⇨⇨A	85	1st strike must hit as a Counterattack





Kilik's Weapons in Weapon Master Mode

Weapon	Range	Attack	Defence	Features	Location
Kali-Yuga	100	100	100	-	Standard weapon
Quarterstaff	85	100	130	-	Shop, Chapter 1
Ling-Sheng Su Bo	100	100	100	HV-, VH+	Shop, Chapter 2
Iron Staff	100	130	100	Atk -3HP	Shop, Chapter 3
Kunlun Bamboo	100	100	100	Atk +3HP, VH-	Shop, Chapter 4
Rokushakuboh	130	100	100	Counter-	Shop, Chapter 6
Amud	100	135	100	Guard+ 20%, Atk -3HP	Shop, Chapter 8
Duel Rod	130	100	70	SC A+, SC Spd-	Shop, Chapter 10
Soul Edge (Complete)	100	140	100	VH+, -2HP, SC+, CPU+	Shop, Extra Chapter 1
Jingu Staff	160	100	100	Guard- 10%, CPU+	Shop, Extra Chapter 2
Bamboo Staff	100	80	80	CPU-	Shop, Subchapter 2

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

LINK

Age: unknown **Birthplace:** Hyrule **Height:** unknown **Weight:** unknown
Date of Birth: unknown **Blood Type:** unknown **Weapon:** the Master Sword **Fighting Style:** unknown
Available: an exclusive character in the Nintendo GameCube™ version of Soulcalibur II. Can be played from the start

The peace that reigned across Hyrule was marred one day by a once-friendly magician. Floods followed droughts, and the sun was hidden behind thick clouds. After a long battle Link defeated the magician. Nobody could explain what drove the magician to commit such deeds.

The wizard's actions stemmed from powers that did not originate from Hyrule. The Soul Edge sword, which existed in a different world contained evil spirits. A splinter from the weapon had managed to reach Link's birthplace and the wise men of Hyrule decided to destroy the evil before any further harm could be done. And so Link has left his beloved homeland on a quest to destroy the sword.

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BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

Tactics and Tips

Link has many strikes, but most of them have a short reach. Consequently, he is a suitable choice for close combat.

Link's attacks from his three positions are ineffective against an 8 Way Run and should not be deployed during mid- and long-range attacks. If you are at some distance from your opponent, make use of the 8 Way Run and watch what the opponent is up to. If you manage to dodge an attack successfully, go for the attack with ↓B or ↑B.

If your opponents go for high attacks, dive under these with ⇨⇨bA or ↘A or ↗A, and in doing so you will be able to counter attack. In the event of a low attack, you will hop over the attacks with ⇩B and will inflict damage by doing so.

At mid-distance, you should focus on long-range, low attacks – notably ↙A or ↖A. If your opponent reacts by moving into a crouched position, you can carry out a mid attack with ↙ A.B or ↖A.B.

Mid attacks, such as B.B or ↘B or ruK and low attacks, namely ↘A or ⇩K are recommended at close range. Throws are particularly beneficial against defensive opponents. Nevertheless, Link's Throw attacks do not result in his opponent being hurled a long way off.

It is also advisable to deploy the mid attack bA, which has an automatic Guard Impact function when faced with horizontal attacks. Use this attacking technique if, for instance, your own attacks were blocked when getting up by activating K or ↘K or ↗K. In the event of this Guard Impact, your opponent falls slowly to the ground, so that you can easily hit them into the air with, for example, ↘B.

Guard Impact

After you have successfully deployed a Guard Impact, you will launch your opponent into the air with ruB and can follow it through with a Mid Air Combo. An effective tactic, although more difficult to carry out, is ↓B or ↑B. If necessary, you can shift to the Bow Stance position with ↓BH or ↑BH which will shoot your opponent into the air. If you delay a little in pressing ↓B or ↑B, you can avoid your opponent's Guard Impact.

The Main Special Moves

Cross Slash Combo	A.B.K
Attack level:	H, M, H
Damage:	13, 17, 22
Horizontal attack	
If the third attack strikes as a Counterattack, it will result in staggering. A nose-dive will be the result if the second attack is a Counterattack and the third hit is guaranteed.	

Step-in Attack Combo	⇨ A.A
Attack level:	H, T
Damage:	22, 25
Horizontal attack	
A double sword strike with a relatively long reach. You can feign a second attack with ⇨AAB and will confuse the opponent with the mid attack.	

Running Spin Splash	⇨ ⇨ bA
Attack level:	H
Damage:	48
Horizontal attack	
This is, unusually for Link, a far-reaching attack. The low position also dodges high attacks, and it is an ideal assault against an 8 Way Run and for mid-range strikes.	

Shoelace Slash	↘ A
Attack level:	T
Damage:	25
Horizontal attack	
The opponent's feet are the target of this attack. Although it is an attack at close range, you can dodge high attacks while launching this one. In the event of a hit, Link will recover more rapidly than his opponent.	

Half-Moon Swipe	↘ B
Attack level:	M
Damage:	27
Vertical attack	
After hitting an opponent he will fly into the air. This attack has a short reach, but you can easily shift to the Bow Stance position with BH. By aborting the Bow Stance position (press G), the recovery period is shortened.	

Bow Stance	A + B
Attack level:	-
Damage:	-
Special	
The following attacks result in the Bow Stance position: • B • ↘B • ↓ or ↑B While in this position, moves with the directional buttons are possible as is G in order to cancel. The best attack is with B which, when held, makes the attack unblockable.	

Bomb Stance	B+K
Attack level:	-
Damage:	-
Special	

The following attacks result in the Bomb Stance position:
- A.B.**K**
- A.B.B+K
- **K**
- ⇨**K**
- ↓ or ↑**K**

Link will pull out a bomb and he can be moved using the directional buttons. If the bomb is not thrown, it inflicts damage upon Link. If the bomb is thrown shortly before exploding (ringing tone), the attack is unblockable.

Boomerang Stance	A+K
Attack level:	-
Damage:	-
Special	

The following attacks result in the Boomerang Stance position:
- A.**A**
- ⇦**A**
- while getting up **A**

Link takes out a boomerang and you can move him using the directional buttons. After throwing the boomerang you can determine its direction with ⇧ and ⇩ in order to hit your opponent while the latter undertakes an 8 Way Run.

Link's Combos

Combo	1st Attack	2nd Attack	3rd Attack	Approx. damage	Notes
1	↓ or ↑**B**	During Bow Stance ↙B	-	65	-
2	bA	↓ or ↑**B**	During Bow Stance ↙B	93	Only continue in the case of automatic Guard Impact from 1st attack. 2nd attack: ↑ or ↓ must be entered as ⇧⇧ or ⇩⇩
3	↙ or ↖AB	⇨⇨bA	-	73	1st attack: ↙ or ↖B also as a Counterattack
4	↘**B**	During Bow Stance ↗B	-	58	-

Link's Weapons in Weapon Master Mode

Weapon	Range	Attack	Defence	Features	Location
Master Sword	100	100	100	-	Standard weapon
Razor Sword	85	125	100	Counter-, Guard- 15%	Shop, Chapter 1
Armos Series	100	100	70	SC A+	Shop, Chapter 2
Megaton Hammer	80	135	100	VH+	Shop, Chapter 3
Cane of Byrna	100	100	100	VH-, SC HP+, SC Def+	Shop, Chapter 3
Mirror Shield	100	100	100	Reflect 33%, Counter-	Shop, Chapter 6
Magic Sword	100	100	100	Guard+ 40%, HV-	Shop, Chapter 6
Biggoron's Sword	150	130	100	SC Spd+, Atk -3HP	Shop, Chapter 8
Soul Edge (Complete)	100	140	135	-2HP, CPU+	Shop, Extra Chapter 1
Great Fairy Sword	130	120	100	+5HP, Guard- 20%, CPU+	Shop, Extra Chapter 2
Bug-Catching Net	100	80	80	CPU-	Shop, Subchapter 2

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

MAXI

Age: 28 **Birthplace:** Shuri, Kingdom of Ryukyu **Height:** 174 cm **Weight:** 57 kg
Date of Birth: 1st May **Blood Type:** 0 **Weapon:** two Nunchaku known as Soryuju
Fighting Style: Shissen Karihadi **Available:** can be played from the start

The pirate Maxi came across Kilik in a harbour in India while looking for the Soul Edge sword. Only a short while later Maxi's crew was annihilated by Astaroth's troops, and the pirate then joined forces with Kilik. Maxi swore revenge for his comrades who had been slaughtered, and together with Xianghua he set off to Europe to Nightmare's fortress.

Maxi was injured during his victory over Astaroth making him a cripple. The fact that the villain had risen from the dead resulted in Maxi's powers also returning. An old medicine man, who held a mysterious metal fragment in his possession, undertook the wondrous healing process. Nevertheless, Maxi paid dearly for his recovery, since he completely lost any recollection of Kilik and Xianghua.

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK

MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

Tactics and Tips

Maxi's Nunchaku make him unsuitable for long-range attacks. His strikes are as quick as lightning but are only effective over short- and mid-range. The attacks carried out in Maxi's five positions are all very impressive. Nevertheless, his normal attacks are generally more effective.

⇩⇘⇨B is recommended when approaching your opponent from a distance. You can exert pressure at mid-range with B or ⇨B. You will counter an 8 Way Run with ⬆A if you are standing to the right then enter: ⬇A.

For assaults at close range, focus on rapid horizontal attacks such as A or ⇨A. If you land a hit, follow it with B or a Throw. If your opponent blocks your attacks, opt for low/high attacks ⇘A+K. It is also advisable to key in ⇩A and then ⇨⇨ when getting up from a crouched position, followed by B.

As soon as you get used to the normal attacks, you should include Maxi's five positions step-by-step in your strategy. Recommended positions are:

- Right Outer: A.K
- Behind Lower: K.K

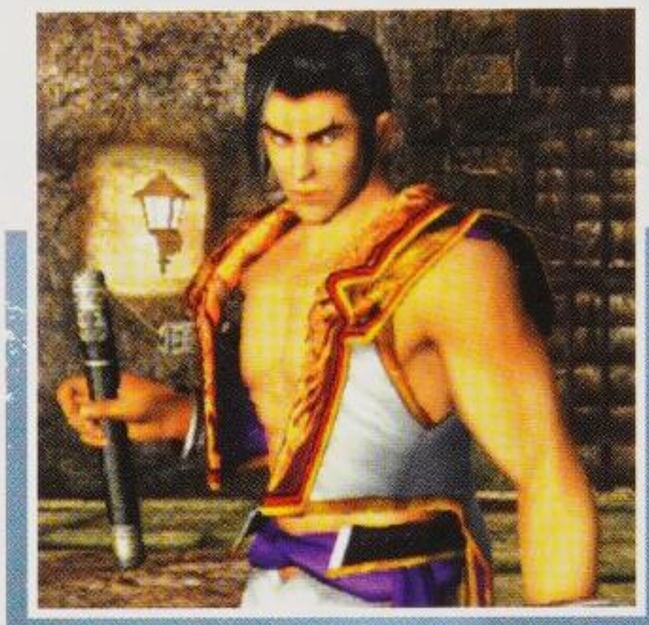
Do not deploy these attacks too often and intersperse them with others such as BB or Throws. This makes it hard for your opponent to predict your next move.

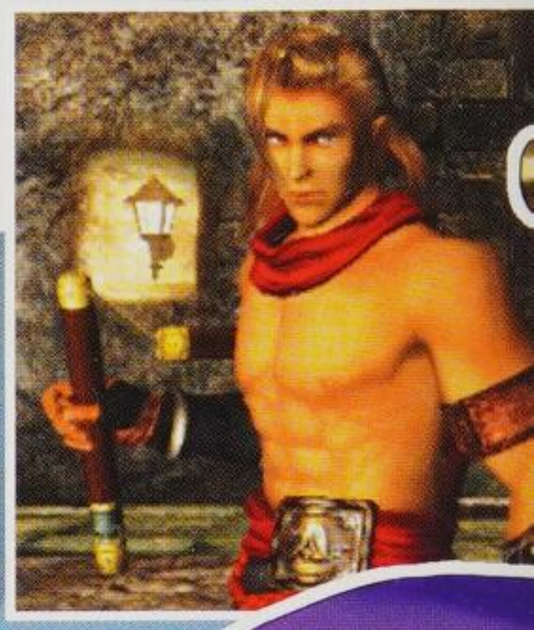
The three Pure Soul Loop attacks are ideal for confusing your opponent due to the constantly changing positions. By entering **⬇A+K** or **⬆A+K** you can also move to the far back of the room. You can also create your own string of attacks in order to shift from one position to the next and attack at the same time. For example: A.A to Right Cross and with A+K to Right Outer (in order to carry out A.K).

Guard Impact

After a successful Guard Impact the strongest and, probably, the most difficult counterattack is B+K.B.B.B.A. ⇨⇨A is easier in order to execute B while in a crouched position.

If your opponent attempts to dodge your attacks with Guard Impact you can attack, for instance, from the Behind Lower position with K.K. Afterwards, key in B or wait a short while to include a surprise Throw. It is important to vary the attacks as much as possible so that your opponent cannot predict your next strikes.





The Main Special Moves

Twin Snakes	A.A
Attack level:	H, H
Damage:	14, 20
Horizontal attack	
The first A attack is Maxi's quickest and can be executed in almost any situation. If this attack is a hit, the subsequent one is guaranteed. This will be followed by an automatic shift to the Right Cross position from which you can execute A once again.	

Tiger Pounce	⇨⇨A
Attack level:	M, M
Damage:	28, 32
Horizontal attack	
When hit, your opponent falls to the ground. Afterwards, Maxi will be low down for a short while, enabling you to carry out B while crouching.	

Mantis Lunge	⇩⇘⇨B
Attack level:	M, M, M
Damage:	10, 10, 30
Vertical attack	
This useful, multiple surprise attack is far-reaching. You will then shift to the Left Inner position, but this will not be the case if you press G afterwards.	

Dragon's Sky	⇨A+B
Attack level:	H
Damage:	50
Vertical attack	
Maxi crouches down with this attack, thereby dodging high attacks. Following this strike, the position automatically changes to Behind Lower. If this attack strikes, follow it with K from the Behind Lower position.	

Fury	B+K.B.B.B.A
Attack level:	M x 9
Damage:	5, 5, 6, 6, 7, 7, 8, 8, 25 (8)
Vertical attack	
If the first attack is a hit, the subsequent ones are guaranteed. As the button combination must be keyed in quickly, this attack is difficult to execute. It will be easier if you enter A+B after B+K.	

Guillotine Dance	⇘A+K
Attack level:	T, H
Damage:	26, 24
Kick	
This is a long-range attack and if the low attack strikes, the following hit is guaranteed. Moreover, your opponent falls to the ground.	

Northern Lights	⬆A (if the player is on the right: ⬇A)
Attack level:	M
Damage:	40
Horizontal attack	
This is an effective mid-range attack. If it is a Counterattack: hefty lurch. It will then be possible to strike with A.A provided that your opponent is not too far away.	

Serpent's Pleasure	A+B
Attack level:	M, M
Damage:	24, 24
Vertical attack	
If the first attack strikes, the subsequent hit is guaranteed (other than for an 8 Way Run). This attack has a far reach but also requires a long recovery period. Nevertheless, it will push the opponent further away – even in the case of a block.	

Right Outer	
Attack level:	-
Damage:	-
Special	

The following attacks result in the Right Outer position:
• ⇨A • ⇦A⇧ • ⇩K • B • ⇩A+K
K.K, K.A and A.K are effective in this position, since the second attack can be held with all of the above. Your opponents will be misled into making an attack and in doing so, you can take them by surprise with a second strike.

Behind Lower	
Attack level:	-
Damage:	-
Special	

The following attacks result in the Behind Lower position:
• ⇦A • ⇩⇘⇨A • ⇨A+B • ➡A+B
• ↘ or ↗B
It is difficult for your opponent to react to K.K. You should counter your approaching opponents with B.

Right Cross	
Attack level:	-
Damage:	-
Special	

The following attacks result in the Right Cross position:
• A.A • A+B⬇
During Right Outer:
• B • ⬅B • ↗ or ↘B.G
Right Cross A is the best attack, since it is similar to ⇨⇨A.
After hitting, you can follow it with B, while crouching.

Left Outer	
Attack level:	-
Damage:	-
Special	

The following attacks result in the Left Outer position:
• ⇦A.bB • A.K • ⇨⇨ag⇧B • aK • ⇦B
B.K is recommended in this position, especially as the first attack can be held. If this attack strikes as a Counterattack, the subsequent kick also hits.

Left Inner	
Attack level:	-
Damage:	-
Special	

The following attacks result in the Left Inner position:
• ⇦A.B⬅ • ⇨B • ⇩⇘⇨B
• while crouching A+B • while getting up B
Press B or **B** while in this position. If held to maximum, this special move will result in a Guard Break. If you cancel with G, Maxi will shift to the Right Outer position.

Maxi's Combos

Combo	1st Attack	2nd Attack	3rd Attack	Approx. damage	Notes
1	⇨⇨A	While crouching B	-	73	-
2	⇘B	⇨A+B	-	67	-
3	⇨⇨B.G	⇨⇨B+K	-	70	⇨⇨B.G stops change in position
4	aK⇦	↘ or ↗B	-	74	-
5	During Left Inner K	⇩⇘⇨B.G	⇘B	110	1st strike must hit as a Counterattack

Maxi's Weapons in Weapon Master Mode

Weapon	Range	Attack	Defence	Features	Location
Soryuju	100	100	100	-	Standard weapon
Tetsuryu	100	70	100	VH+	Shop, Chapter 1
Chained Kozuka	115	100	70	-	Shop, Chapter 2
Fatibal	100	130	70	-	Shop, Chapter 3
Raimei	100	100	100	10% damage, SC A+	Shop, Chapter 4
Fuzoroi	120 (one half)	120	100	HV-	Shop, Chapter 6
Modified Flail	120	100	100	Guard- 20%	Shop, Chapter 8
Falcon	115	100	100	Atk -3HP, SC Spd+, SC Def-	Shop, Chapter 10
Soul Edge (Complete)	100	130	100	Guard+ 40%, -3HP, CPU+	Shop, Extra Chapter 1
Vajra	100	150	100	Counter+, UB-, SC1UB, CPU+	Shop, Extra Chapter 2
Termite Snack	100	80	80	CPU-	Shop, Subchapter 2

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS
ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
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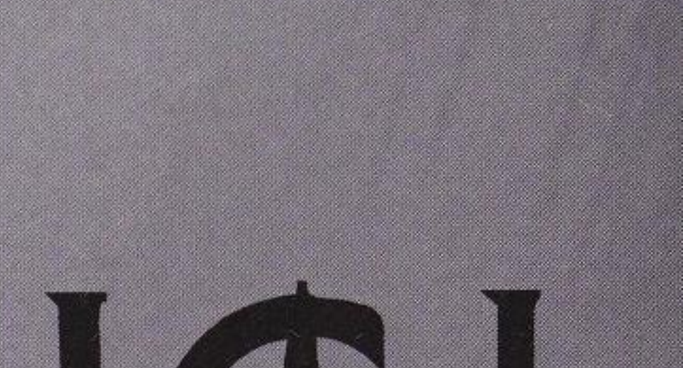
YOSHIMITSU
YUNSUNG
ASSASSIN
BERSERKER
LIZARDMAN

HEISHIRO MITSURUGI



Age: 29 **Birthplace:** Bizen, Japan **Height:** 171 cm **Weight:** 65 kg
Date of Birth: 8th June **Blood Type:** AB **Weapon:** a Japanese Katana sword known as Shishi-Oh
Fighting Style: revised Tenbu-Kosai-Ryu Kai fighting style **Available:** can be played from the outset

Harsh periods of war made a famous and feared mercenary out of the former peasant's son Mitsurugi. Nicknames like "one-man army" or "demon" testified to his deeds on the battlefield. As a swordsman he particularly despised rifles. Mitsurugi was on the lookout for a new weapon in order to be quicker and more powerful than bullets... and finally he learnt of the Soul Edge sword.

Many years and battles passed before he came across a fragment of Soul Edge. Although Mitsurugi had been in two minds about the power of the sword, he now senses a decisive battle awaiting.

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
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TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

Tactics and Tips

Mitsurugi is an excellent all-rounder with both long-range and close-range attacks at his disposal. In general, Mitsurugi is able to put his opponent under pressure with fast attacks.

If your opponent comes within reach, you will provoke a reaction from him with ↙ or ↖B.A. Otherwise attack with ↓B or ↑B or ⇨⇨A+B.

You can go on the offensive over a mid distance with ↘B or ↗B or ⇦A, since these attacks have a far reach. If one of these attacks lands a hit, you can follow it with, for instance, ⇨⇨K or A+G or B+G. If ⇦A is blocked, you can either go on the defensive, activate Guard Impact, or attack once again with uA.

The shift to the Relic position with ⇦A+B is also effective in order to undertake an attack with B, thereby dodging an attack from your opponent to the greatest possible extent.

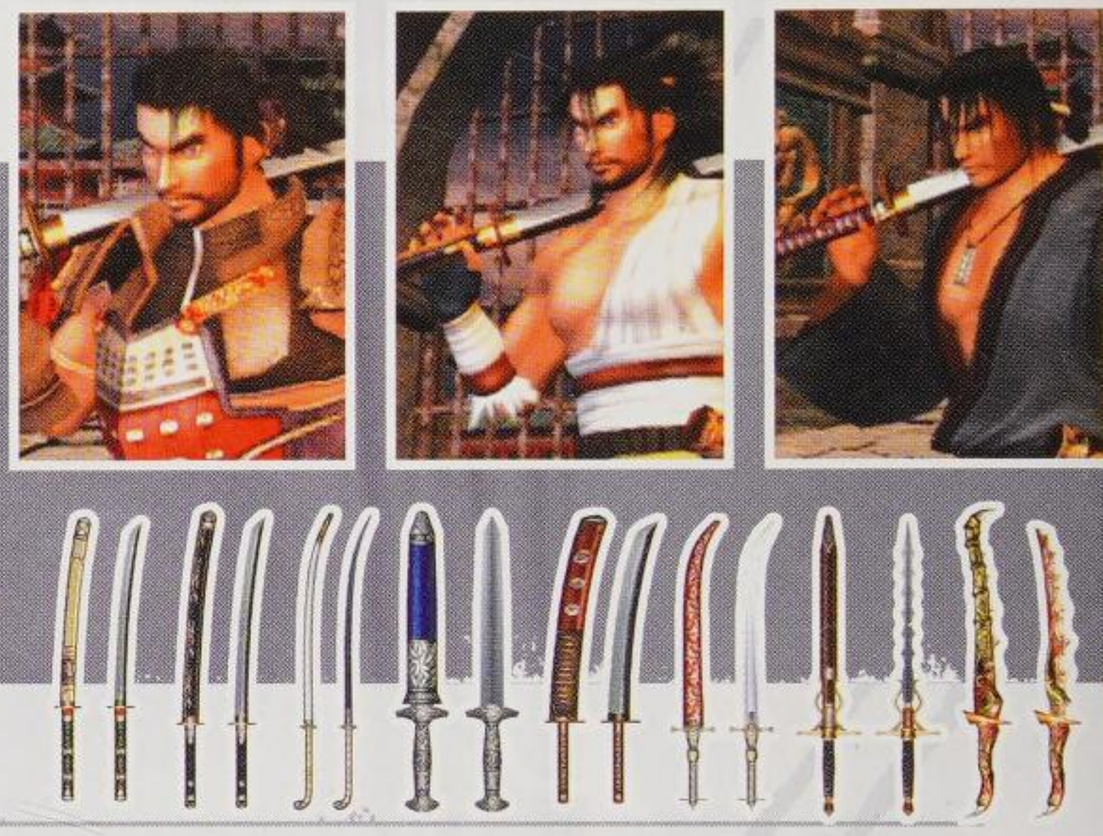
kB may appear to be a good attack at first, but it is relatively ineffective in so far as your opponent can move around and dodge it with an 8 Way Run.

A.A or ⇨A is ideal for close combat. Both are fast attacks and are good tactics against an 8 way run. After landing a hit, press ⇨⇨K or ↘B or the low attack with ↗K.B, or opt for a Throw with A+G or B+G. If your opponent attempts to escape with an 8 Way Run, activate another hit from the side with ⇨A.

If A.A or ⇨A is blocked, follow the move quickly with ⇩A. This attack is fast but difficult. By and large you should always use these rapid and short attacks in order to put your opponent under pressure.

Guard Impact

If Guard Impact has been successful, continue with ↘B. This will ensure a 100% hit as long as your opponent doesn't deploy Guard Impact. If you think he might do so, opt for ⇨⇨A+B. This attack is a good feint, since it begins similarly to ↘B and can be aborted with G. After the following three special moves it will be worth your while planning a Guard Impact, since your opponent will generally follow on with one of these moves: ↙A and A.A and B.B.



The Main Special Moves

Double Reaver	⇨ A.A
Attack level:	H, M
Damage:	16, 23
Horizontal attack	
If the first attack strikes as a Counterattack, the second is guaranteed. Only carry out the first attack in order to put your opponent under pressure. As an alternative, activate ↘A now and again and in the event of a Counterattack, follow this through with A.A.	

Heaven Cannon	↘ B
Attack level:	M
Damage:	33
Vertical attack	
If your opponent is hit, he will fly into the air and you can follow on with a Mid Air Combo. Vary this attack with a Throw in order to confuse your opponent. Your character will recover quickly from this strike.	

Drawn Breath	⇦ A
Attack level:	H
Damage:	28
Horizontal attack	
After landing a hit, Mitsurugi will recover more quickly than his opponent and can then attack with a Throw or ⇨⇨K. As a Counterattack: spin 180°. Press ⇨ after the move in order to shift to the Mist position.	

Wind Hole (Lower)	⇨ B⇩
Attack level:	T
Damage:	20
Vertical attack	
This attack is both quick to launch and has a long reach. It is useful as a mid-range surprise attack. If you key in the buttons quickly enough – exceedingly difficult – the attack will be executed more slowly and will inflict greater damage.	

Forced Prayer Divide	B.B
Attack level:	M, M
Damage:	17, 19
Vertical attack	
This strike is quick to launch. If the first strike hits, the second is guaranteed. Press G to abort the attack, thereby confusing your opponent. After the attack, change to the Mist position with ⇨, or to the Half Moon Death position with u.	

Stalk Shaver	⇩K.B
Attack level:	T, M
Damage:	23, 28
Kick	
If the first attack hits, your opponent is knocked down and the second hit is guaranteed. This attack is quick to launch and is difficult for your opponent to dodge. Passive challengers will be surprised by the attack. Change to the Mist position with ⇨ after this move.	

Twin Splinters	A.A
Attack level:	H, H
Damage:	13, 16
Horizontal attack	
If the first attack strikes, the second is guaranteed. This move is ideal for close-range battles and against an 8 Way Run. Press G to cancel a feigned strike prior to the first attack.	

Rising Knee	K⇨
Attack level:	M
Damage:	31
Kick	
This attack is quick to launch and you recover from it quickly. Consequently, you are safe – even if your opponent blocks the move. As a Counterattack, there will be enough time to follow on with other attacks.	

Relic	⇦A+B
Attack level:	-
Damage:	-
Special	
Moves are possible during this attack and can be cancelled with G. Fire Brand dodges vertical attacks and False Purification has an automatic Guard Impact against horizontal attacks. Bill of Fire causes unblockable damage and will hit mid (long hold) or low (short hold) depending on how long the combination buttons are held. Mitsurugi assumes the Mist position with B+K.	

Mist	⇨A+B
Attack level:	-
Damage:	-
Special	
Moves are possible during this attack and they are cancelled with G. The attacks beginning with A are very fast. A+B will have an automatic Guard Impact against high and mid attacks. Normal Throws, notably A+G or B+G, will also be possible in this position.	

Mitsurugi's Combos

Combo	1st Attack	2nd Attack	Approx. damage	Notes
1	↘B	⇩↘⇨B	66	If necessary, charge 2nd attack for more damage
2	↘ or ↗B	During B	56	-
3	B⇨	⇩↘⇨B	70	1st strike must hit as a Counterattack
4	⇨A	AA	51	1st strike must hit as a Counterattack
5	K⇨	↘B	60	1st strike must hit as a Counterattack

Mitsurugi's Weapons in Weapon Master Mode

Weapon	Range	Attack	Defence	Features	Location
Shishi-Oh	100	100	100	-	Standard weapon
Korefuji	90	130	100	-	Shop, Chapter 1
Two Handed Sword	100	100	100	HV-, SC A+	Shop, Chapter 2
Shamshir	125	100	100	Counter-	Shop, Chapter 3
Basilard	90	100	130	VH+	Shop, Chapter 4
Gassan	100	100	100	Counter+, Atk -3HP	Shop, Chapter 6
Tulwar	125	100	65	Guard+ 20%	Shop, Chapter 8
Masamune	100	130	120	SC Spd+, SC Def-	Shop, Chapter 8
Soul Edge (Complete)	100	150	100	-3HP, CPU+	Shop, Extra Chapter 1
Damascus Sword	100	175	150	UB-, CPU+	Shop, Extra Chapter 2
Souvenir Gift	100	80	80	CPU-	Shop, Subchapter 2

NECRID

Age: unknown **Birthplace:** unknown **Height:** 196 cm
Weight: 108 kg **Date of Birth:** unknown **Blood Type:** unknown
Weapon: his secret weapon belongs to the "other world" and is referred to as Maleficus
Fighting Style: own style **Available:** can be played from the start

To date, countless beings have tried to find the demonic Soul Edge sword. In contrast to many who acted out of greed and want of power, Necrid's motives were honourable. He once managed to defeat the former wielder of Soul Edge resulting in Necrid being drawn through a black hole into "another world". All attempts to escape failed; the power of Soul Edge seemed too strong...

Necrid's mental strength helped him overcome the torture endured in this world. Nevertheless, his body underwent a metamorphosis and he eventually managed to return to the real world. Ever since then Necrid has been searching for fragments of Soul Edge, as these will alleviate his physical suffering.

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BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

Tactics and Tips

Necrid prefers short- and mid-range attacks, since his 8 Way Run moves are too slow to pursue agile opponents. As many of his attacks are launched in a similar manner, opponents will find it easy to predict his moves.

You should deploy a mid attack with ↗B or ↘B or a low attack with ⇩A+B if you are some distance from your opponent. Initial attacks will knock your opponent high into the air so that you can continue. By contrast, the low attack will be difficult to block and when possible, activate either ⇩A or ⇩B in order to initiate a further attack.

Press A.A or ⇦A to proceed against an 8 Way Run. These attacks will have a far reach and a short recovery period. Moreover, after landing a hit, Necrid will recover more quickly than his opponent. This means he is able to follow with further attacks.

During close combat, you will bring your challengers to reason with ⇨A.B and can follow with a Throw or a low attack activated by ⇙A. If your opponent retreats, continue with ⇨A.B or press ↘B followed by ⇙A. It is also advisable to key in ↘A.K, since it is possible to delay this attack. As an alternative, you can simply cancel the attack after A, or follow it with a Throw.

If Necrid falls to the ground or crouches down, press K as he gets up, so that he does a fast backward somersault shortening the recovery period.

Guard Impact

After thrusting off (with ⇨+G), follow this with ↘B or ↗B to hurl your opponent into the air. The following attack will be less easy, yet more effective: ⇨⇨K and then change from the Backward Stance position with B+K.

After skidding away (with ⇦+G) the subsequent attacks will be easier thanks to the shorter recovery period. Enter either ↘B or ↗B – whichever one you prefer – because ⇨⇨K doesn't always land a hit. If your opponent gets accustomed to your tactic by activating a Guard Impact, shift to ⇨⇨A. Thanks to the length of time it will take to launch this attack, his defence will vanish into thin air and you can follow your strike with ⇨⇨A+B. The attack will be just as good with ⇙**B**, which will hurl your opponent into the air following a hit and will provide you with the opportunity to follow it with bgB and continue with an Attack Throw.

The Main Special Moves

Rage Tail	A.A
Attack level:	H, H
Damage:	15, 18
Horizontal attack	
The first attack is fast and far-reaching. Holding the second attack turns the weapon into a whip and increases its reach.	

Demonic Reaver	⇦ A.B
Attack level:	H, M
Damage:	24, 32
Horizontal attack	
This is a lightning quick attack and very good for mid-range strikes. If the first attack is a Counterattack, the next one is guaranteed. Afterwards, you will be able to ensure further damage with ⇙K.	

Scourge Tusk	⇨ A.B
Attack level:	H, M
Damage:	13, 25
Horizontal attack	
If the first attack is a Counterattack, the subsequent hit is guaranteed. Following the second strike: keel over. Follow this with further attacks.	

Ember	↘ B.B
Attack level:	M, M
Damage:	27, 25
Vertikaler Angriff	
A swift attack, which knocks your opponent into the air. As it is possible to delay the second attack, you can easily fool your opponent.	

Inner Blaze	↘ A.K
Attack level:	M, M
Damage:	30, 29
Horizontal attack	
If the first attack hits (staggering) and if you key in the button combination quickly, the subsequent strike is guaranteed. The second attack may be delayed for a long time. Baffle your opponent by including a Throw now and again, instead of the second attack.	

Hell's Assassin	while crouching A+B
Attack level:	M
Damage:	50
Spezial	
When executing this attack, all of your opponent's high attacks are avoided. If your opponent blocks, Necrid recovers just as quickly as his rival. In SC1: Guard Break.	

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Draco	↘ or ↗ B.A
Attack level:	M, M, M
Damage:	28, 18, 24
Vertical attack	
If the first attack is a hit, your opponent will fly into the air. The second attack can be delayed or even aborted. This is practical if the first strike is held off in order to confuse your opponent.	

Grand Valar	↓ or ↑ A.B
Attack level:	T, M
Damage:	20, 15
Horizontal attack	
If the first attack hits at close range, your opponent will fall down. In this case the second strike is guaranteed and an Attack Throw follows. This attack can also be deployed from a long distance.	

Elder Topaz	⇩⇙⇦
Attack level:	-
Damage:	-
Spezial	
Necrid holds the sword, concentrates and builds up his strength. In the case of a hit, B causes a flying impact. In SC3: unblockable. Should your opponent move sideways with an 8 Way Run or Sidestep while your character launches the attack, you can quickly alter the direction of the attack by entering ⇩ or ⇧. Attacking with A results in a long-distance strike and is unblockable.	

Necrid's Combos

Combo	1st Attack	2nd Attack	Approx. damage	Notes
1	↘ or ↗B	↘ or ↗B.A	70	2nd attack: ↗ or ↘ must be entered as ⇗⇗ or ⇘⇘
2	While getting up K	bgB	70	-
3	⇨A.B	A+B	86	1st strike must hit as a Counterattack
4	↘ or ↗B	⇨⇨B	61	-
5	⇨⇨A	⇨⇨A+B	79	-

Necrid's Weapons in Weapon Master Mode

Weapon	Range	Attack	Defence	Features	Location
Maleficus	100	100	100	-	Standard weapon
Lemures	100	70	100	HV-, SC2UB	Shop, Chapter 1
Morphos	100	120	100	HV+, Counter-	Shop, Chapter 2
Orcus Claw	100	100	70	VH+, SC A+, Guard- 20%	Shop, Chapter 3
Ignis Fatuus	100	70	115	Atk +3HP	Shop, Chapter 3
Lambent Viper	100	100	70	Counter+	Shop, Chapter 4
Hex Luminae	100	10	50	Guard+ 600%, Counter-	Shop, Chapter 6
Infernal Edge	100	120	100	Atk -3HP, SC Spd+, SC Def-	Shop, Chapter 10
Soul Edge (Complete)	100	130	100	Absorb 30%, -4HP, CPU+	Shop, Extra Chapter 1
Chaos	100	100	100	CPU+	Shop, Extra Chapter 2
Ethereal Edge	100	80	80	CPU-	Shop, Subchapter 2

NIGHTMARE

Age: unknown **Birthplace:** unknown **Height:** 168 cm **Weight:** 95 kg
Date of Birth: unknown **Blood Type:** unknown **Weapon:** the male two-handed sword Soul Edge
Fighting Style: own style from past experiences **Available:** can be played from the outset

Nightmare was the leader of bandits whose stronghold was located close to the Roman Empire where he learned of the existence of Soul Edge. The villain eventually managed to seize Soul Edge. Since then, the sword enjoyed complete power and control over him, and Nightmare no longer had any will of his own.

A period followed in which Nightmare brought fear and terror to every corner of Europe. The killing didn't stop until Nightmare was defeated by the bearer of the Soul Calibur sword, counterpart of the evil Soul Edge. Many years have since passed during which Soul Edge has regained its powers and has maintained control over an even stronger Nightmare.

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

Tactics and Tips

Due to Nightmare's sluggishness, his real strength lies in mid-range attacks thanks to his large sword. Nevertheless, he does have some good close-range strikes, such as ↘B.

If he is at a distance or a long way off from his opponent, ↓A. A or ↑A.A or shifting to his different positions is useful. If the challenger opts for frequent vertical attacks, react with ⇨⇨B: this attack is carried out with a move sideways, which evades the vertical attack and can then be continued with A+B or B+G (while crouching).

⇦A is recommended against an 8 Way Run. ↘B should be included after a hit in order to hurl your opponent into the air. If your opponent is further away, key in ⇩A+B.

If your opponent is nearby, you will drive him to despair with mid or Throw attacks. The following moves will help you: ↘B or (while getting up) B or the Throws B+G or A+G. In the case of the latter, your opponent will remain close to you, so you can continue "working" on him.

If your opponent attempts to dodge your best close-range attacks (activated by ↘B) with an 8 Way Run, opt for ⇨A or a.g.A. The last one has the shorter recovery period of the two, irrespective of whether or not the attack hits or is blocked.

It is recommended activating A when getting up thanks to its long reach. This will enable you to regain sufficient distance from your opponent.

You can counter aggressive opponents with ⇨⇨K. If this attack strikes as a Counterattack, a subsequent hit is possible with B (you must react very quickly).

Guard Impact

Guard Impact plays an important role for Nightmare if, for instance, he finds himself put under pressure by a swift opponent with many small attacks at close range. Simply key in ↘BH after Guard Impact in order to send your opponent flying through the air and shift to the Night Behind Stance position. Afterwards, activate B to inflict further damage. If your opponent goes for ↘B, you can vary your moves with ⇦A or with ↙A if you happen to be close to the edge of the arena.

The third costume portrays Nightmare in his most humane state, notably as the warrior Siegfried Staufen.

The Main Special Moves

Quick Spin Slash	⇨A
Attack level:	H
Damage:	33
Horizontal attack	
This attack is launched very quickly and is, therefore, effective if you have fended off your opponent's attack. This attack can be deployed successfully against an 8 Way Run due to its vast side reach.	

Maelstrom	while getting up A.A
Attack level:	SM, T
Damage:	27, 40
Horizontal attack	
If the first attack hits as a Counterattack, the second is guaranteed. By keying in AH, you will shift to the Night Side Stance position. The second attack is cancelled with ⇩ (namely: A.A⇩). Afterwards, you could include a Throw for good measure.	

Sky Splitter	↘B
Attack level:	M
Damage:	36
Vertical attack	
This is a far-reaching attack, which is quick to launch. When carried out at close range your opponent, when hit, will be sent flying into the air. Nightmare will crouch down briefly to launch this attack, thereby dodging high attacks.	

Revenge	↑ or ↓A.A⇨B
Attack level:	H, H, M
Damage:	18, 21, 40
Horizontal attack	
Delay of second attack is possible. It is best to delay this attack if it appears that it might be blocked. As a result, you are more likely to secure a hit.	

Rush Splitter	⇨⇨K.B
Attack level:	M, M
Damage:	21, 27
Special	
This fast attack is useful in preventing your opponent from, for example, undertaking a lengthy attack launch. If the first attack hits as a Counterattack, the next strike is guaranteed.	

Right Slasher	⇨⇨A
Attack level:	H
Damage:	52
Horizontal attack	
Even though this attack takes a long time to launch, its long range makes it useful against opponents who are a long way off. After a hit: knock down. If this is the case, follow it immediately with ⇩A+B.	

Quick Back Spin Slash	agA
Attack level:	H
Damage:	36
Horizontal attack	
This attack is quick to launch and a hit sends your opponent flying into the air. It is effective against opponents who attack Nightmare from the right.	

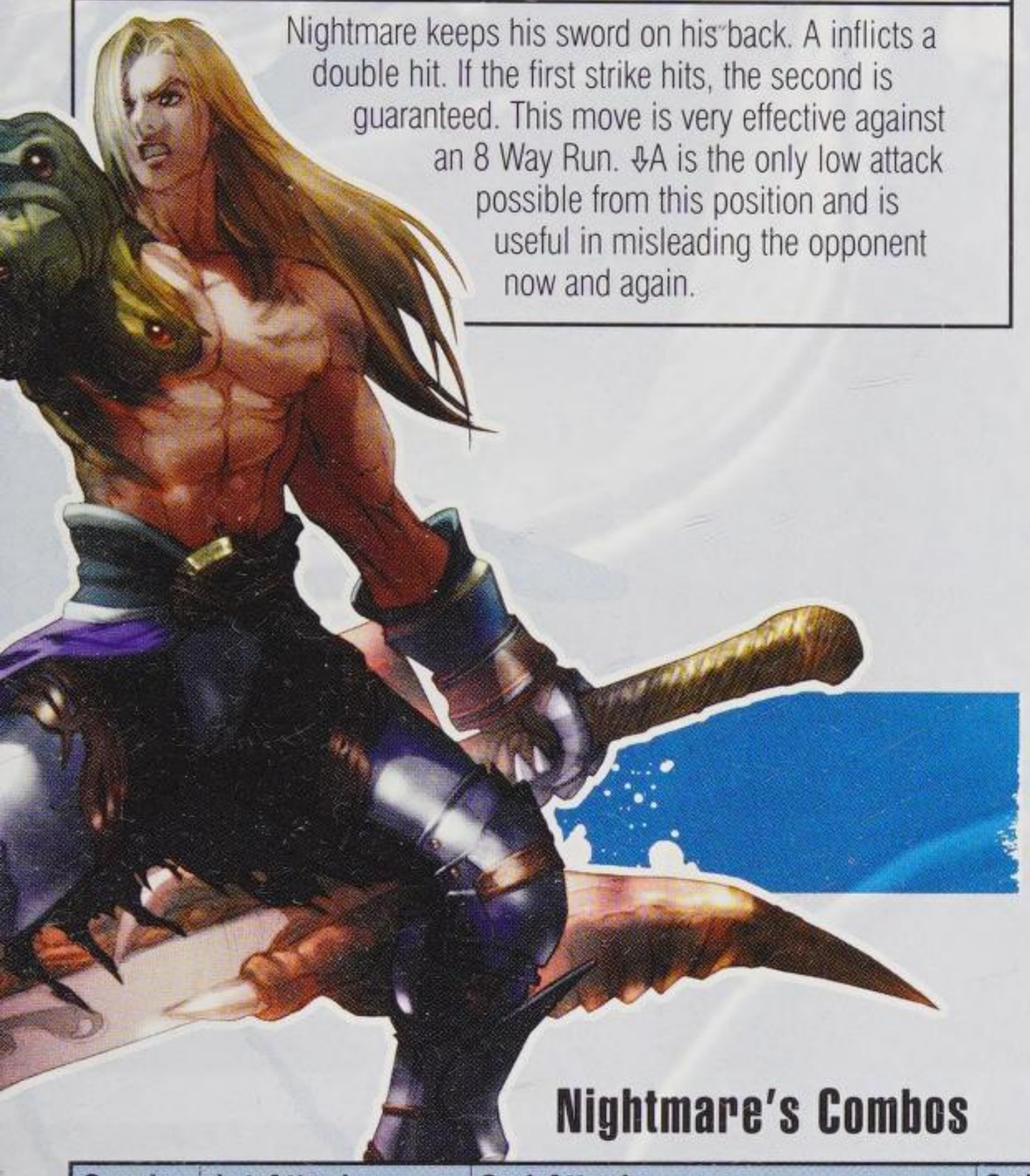
Night Behind Stance	B+K or ↗B+K or ↘B+K
Attack level:	-
Damage:	-
Special	
Nightmare keeps his sword on his back. A inflicts a double hit. If the first strike hits, the second is guaranteed. This move is very effective against an 8 Way Run. ⇩A is the only low attack possible from this position and is useful in misleading the opponent now and again.	

Night Side Stance Night Reverse Side Stance	↖B+K or ↑B+K (if the player is on the right: ↓B+K) ↓B+K (if the player is on the right: ↑B+K)
Attack level:	-
Damage:	-
Special	
Nightmare holds his sword in his right hand (left hand with Night Reverse Side Stance) and the tip of the sword touches the ground. This position is the basis for many attacks, but only the mid attack with B and the low attack with A will be effective.	

Night Lower Stance	⇦B+K or while crouching ↙B+K
Attack level:	-
Damage:	-
Special	

Nightmare crouches down and lays his sword in front of him.

- The low attack with A is relatively fast and is useful in surprising your opponent. If it hits as a Counterattack, your opponent will fly into the air.
- B is a far-reaching sword strike and BH results in a shift to the Night Behind Stance position.
- By keying in ⇨B the second and third attacks will connect as long as the first one is a hit. In SC3: this attack is unblockable.
- K is a mid attack, which knocks your opponent into the air, **KH** will shift the position to Night Reverse Side Stance and also provides an automatic Guard Impact against horizontal attacks.
- A+B evades vertical attacks. In SC1: Guard Break. In SC3: unblockable.



Nightmare's Combos

Combo	1st Attack	2nd Attack	3rd Attack	Approx. damage	Notes
1	⇦⇦K	B⇨	↘B	78	-
2	↘B	During Night Behind Stance B	-	65	-
3	B⇦	⇨⇨B	-	115	-
4	⇦A	↘B	During Night Behind Stance B	120	-
5	⇨⇨A	⇩A+B	-	84	-
6	A⇨	↘B	-	45	-

Nightmare's Weapons in Weapon Master Mode

Weapon	Range	Attack	Defence	Features	Location
Soul Edge	100	100	100	-	Standard weapon
Flamberge	100	100	100	Guard+ 30%, Guard- 30%	Shop, Chapter 1
Great Blade	100	100	100	Atk -3HP, VH+, SC+	Shop, Chapter 2
Steel Paddle	100	100	130	Guard+ 20%, 15% damage, SC1UB	Shop, Chapter 3
Glam	100	130	100	Guard+ 15%, Counter-	Shop, Chapter 4
Requiem	100	100	130	VH-, HV+	Shop, Chapter 6
Faust	100	100	130	Atk -3HP, SC A+	Shop, Chapter 6
Soul Edge (Growth)	100	120	100	+2HP, Guard- 20%	Shop, Chapter 10
Soul Edge (Complete)	100	140	140	-3HP, CPU+, SC A+, SC HP-	Shop, Extra Chapter 1
Soul Calibur	100	100	125	+3HP, HV-, CPU+	Shop, Extra Chapter 2
Galley Oar	100	80	80	CPU-	Shop, Subchapter 2

RAPHAEL SOREL

Age: 32 **Birthplace:** Rouen, Frankreich **Height:** 178 cm **Weight:** 72 kg
Date of Birth: 27th November **Blood Type:** A **Weapon:** a rapier sword known as Flambert
Fighting Style: La Rapière des Sorel **Available:** can be played from the outset

Raphael grew up in France amid religious uprisings and was, therefore, very familiar with conspiracies and the rapier sword from an early age. He was forced to go underground after making a critical mistake. It was then that he got to know Amy who helped him to hide in the poor district. Hoping to find a better and more peaceful life, they fled the slums...

One day Raphael stumbled across information concerning the Soul Edge sword. For a long time Raphael thought about what would happen if this weapon were to get into the hands of a man with honest intentions. Ever since then this splendid and ambitious idea drives Raphael on to find the legendary sword.

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

Tactics and Tips

Raphael has many far-reaching attacks, but his true strength lies in mid-range attacks. Nevertheless, he has few good horizontal attacks, making him vulnerable to an opponent's 8 Way Run.

It is best to key in ⇨B.B for mid- and long-range attacks. If the first attack hits as a Counterattack, move to ⇨B.B.B. However, ⇩↘⇨B is also recommended, but remember this is easy for your opponent to dodge.

In this respect, the following attacks are also deployed: ⇦A or ↘A or ↖A or ↙A. Although they are all long-distance strikes, they also require a longer recovery period. You will need to get a feeling of just how far the tip of your sword reaches in order to be at the best possible distance from your opponent.

K is one of Raphael's quickest attacks when it comes to close combat. If K is blocked, follow it with an ⇨B in order to push your opponent away.

⇦K is just as good, as it will enable high attacks to be avoided when launching an attack against your opponent. This will also be similar for your own high attack activated with ⇦⇦A. You can vary with ⇩K; an attack which is difficult to block. If K is blocked, you can continue by keying in ⇨B in order to push away. Furthermore, ⇩A is effective against an 8 Way Run.

B+K enables you to dodge high and mid attacks, and you can avoid mid and low attacks with A+K. If you fend off your opponent with B+K, follow this with **B** in order to shift to the Preparation III position and then opt for a strong attack with B. If your opponent gets accustomed to your attacks, delay and vary your attacks by including Throws and feigned strikes.

Guard Impact

After thrusting off (with r+G), key in ruB in order to hurl your opponent into the air, or enter ⇩rurB to inflict a large amount of damage. Remember to key in quickly!

After skidding away (with l+G), you can deploy the same attacks or select ⇩rurA+B in order to inflict further damage with ruB.

The Main Special Moves

Violent Blood	↘ A			Horizontal attack
Attack level:	M	Damage:	30	

This long-range attack has a relatively long recovery period. For this reason, attempt to strike your opponent with the tip of your sword in order to maintain your distance.

Broken Thrust	⇨ ⇨ B or → B			Horizontal attack
Attack level:	M	Damage:	35	

This far-reaching attack is launched quickly. It is most practical when an opponent strikes into thin air and you wish to pursue.

Heel Snipe	↖ oder ↙ A			Horizontal attack
Attack level:	T	Damage:	20	

Heel Snipe is a far-reaching low attack which is ideal against an 8 Way Run. Moreover, this is one of the few attacks which will protect Raphael's right side.

Head Hunter Kick	⇦ K			Kick
Attack level:	H	Damage:	17	

A low spin kick, which dodges high attacks. As a Counterattack: cave in. Afterwards, the move A+B.A is recommended.

Dui Montante	B.B			Vertical attack
Attack level:	M, M	Damage:	15, 20	

This move is particularly good for mid-range attacks due to its far reach. If the first attack is a hit, the next one is guaranteed.

Affondo Fendante	⇩↘⇨B			Vertical attack
Attack level:	M	Damage:	54	

This is a long-distance attack, which inflicts even more damage than Broken Thrust. Following a hit your character will only require a short recovery period, even when your opponent blocks. Use this move as a surprise attack. In SC3: unblockable.

Triple Botta in Tempo	⇨ B.B.B			Vertical attack
Attack level:	H, H, M	Damage:	15, 16, 22	

If the first attack hits, the subsequent one is guaranteed. As a Counterattack all strikes will hit.

Preparation II				
Attack level:	-	Damage:	-	Special

The following attacks result in the Preparation II position:

- **A**⇨
- ⇨⇨A.A.**B**
- During Preparation IV **B**

Raphael assumes a low position and is able to push forward quickly. ⇨A.B is particularly effective: the attack will look identical to ⇨A.B from Preparation I. However, the attack is launched from low down, so that Raphael can dodge high attacks. Otherwise key in ⇦A, which will cause a cave in in the case of a Counterattack. As with Preparation I, **B** has an automatic Guard Impact against high and mid attacks.

Preparation I				
Attack level:	-	Damage:	-	Special

The following attacks result in the Preparation I position:

- During Preparation II A
- During Preparation III A
- During Preparation IV A

Raphael will hold the sword vertically and move backward. The move will begin with an automatic Guard Impact against horizontal attacks. Useful attacks include A and ⇨A (do not press B). A will be a low attack and ⇨A a long-distance horizontal strike. If your opponent opts for a vertical attack, press **B** quickly in order to trigger an automatic Guard Impact.

Preparation III				
Attack level:	-	Damage:	-	Special

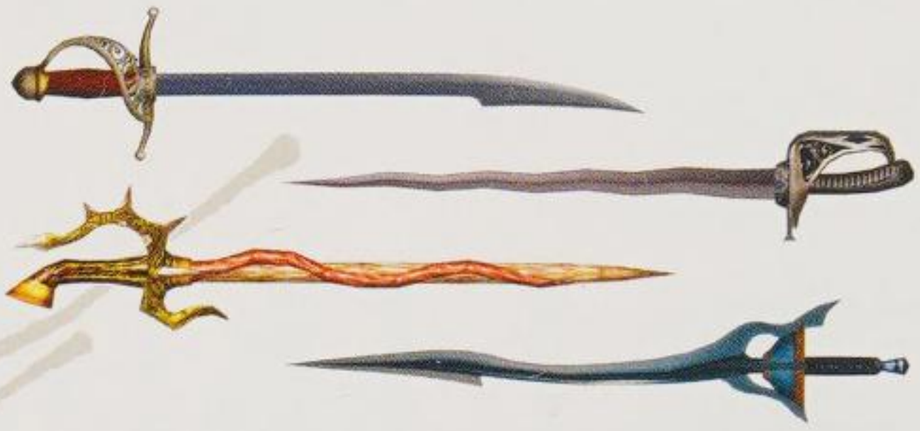
The following attacks result in the Preparation III position:
- ⇨⇨**B**
- while getting up **A**+**B**,
- during Quick Parade B.**B**

This attack is similar to Preparation II, but Raphael will move more slowly. It is interesting to note the use of B+K and A+K. Alternatively, B or ⇨A are the most effective.

Preparation IV				
Attack level:	-	Damage:	-	Special

The following attacks result in the Preparation IV position:
- A.**B**
- ⇨**B**
- ↗ or ↘**B**

Raphael holds his sword stylishly and skilfully in front of him. This position is cancelled with G. There are hardly any attacks other than ⇨A (short recovery period), which are recommended in Preparation IV except, of course, if you wish to create something dazzling to watch.



Raphael's Combos

Combo	1st Attack	2nd Attack	3rd Attack	Approx. damage	Notes
1	↘B	⇨B.B	-	48	-
2	⇩↘⇨A+B	↘B	-	60	-
3	⇨⇨A+B	⇨⇨K	B.B	80	1st strike must hit as a Counterattack
4	⇦⇦A	↘B	⇨B.B	72	1st strike must hit as a Counterattack
5	⇦K	A+B.A	-	77	1st strike must hit as a Counterattack
6	B+K or A+K	**B**	During Preparation III B	79	1st attack: vertical high and mid strikes as well as thrusts are avoided automatically
7	While getting up **A**+**B**	During Preparation III B	-	92	1st hit as a Counterattack

Raphael's Weapons in Weapon Master Mode

Weapon	Range	Attack	Defence	Features	Location
Flambert	100	100	100	-	Standard weapon
Epee	100	100	130	VH-	Shop, Chapter 1
Stiletto	80	100	100	Guard+ 50%	Shop, Chapter 2
Reiterpallasch	100	130	100	VH+, Counter-	Shop, Chapter 2
Wo Dao	80	135	100	SC2UB	Shop, Chapter 4
Schweizer	100	100	100	HV-, SC A+	Shop, Chapter 6
Holy Antler	100	100	70	Counter+	Shop, Chapter 8
Estoc	130	100	50	SC A+, SC+, SC Spd-	Shop, Chapter 8
Soul Edge (Complete)	100	140	130	-2HP, CPU+	Shop, Extra Chapter 1
Queen's Guard	115	130	140	5% damage, HV+	Shop, Extra Chapter 2
Cane	100	70	60	CPU-	Shop, Subchapter 2

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS
ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG
ASSASSIN
BERSERKER
LIZARDMAN

SEUNG MINA

Age: 23 **Birthplace:** Chili-San, Li Dynasty, North Korea **Height:** 162 cm **Weight:** 48 kg **Date of Birth:** 3rd November
Blood Type: A **Weapon:** a rod equipped with sword blades (Zanbatou) referred to as Scarlet Thunder
Fighting Style: Seung art of rod and large sword fighting **Available:** must be activated in Weapon Master mode, see page 163

Seung Mina is a skilled fighter and the daughter of Han Myong, the master of Korean Seung dojo. She believed that the Soul Edge sword could help her country defend itself against Japanese attacks and searched together with the disciples of Seung and the great warrior Hwang for the weapon in vain.

Seung Mina then once lent the talented but hotheaded disciple Hong Yunsung her family weapon known as White Storm. The powers of this sword were intended to help Yunsung on the road to self-discovery. However, instead of meditating, Yunsung set out to find Soul Edge. Out of fear of her father's wrath, evoked by the missing weapon, Seung Mina has since been searching for Yunsung.

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

Tactics and Tips

Seung Mina has both far-reaching strikes as well as rapid attacks for close combat. She feels most comfortable fighting her opponent at mid-distance.

Her mid-range special moves include A.A or ⇨⇨A or even ↘A to stop her opponent from undertaking an 8 Way Run. If your opponent is closer, you can attack with ↓ or ↑A.B or ⇦⇦A or ⇩A or ↙ or ↖A. The first three attacks will land a mid hit, the others low and this variety of attacks will ensure that your opponent is confused.

Do not forget the attacks at close range, which only require a brief recovery period, such as ↘aA or ⇨A+B. The latter can be cancelled with G in order to surprise your opponent with ⇩A. It is also worthwhile including ↘A.A, as this attack can be delayed.

Also enter ↘B, which is launched quickly and will send your opponent flying through the air (in the case of a hit).

If your opponent attempts to counter using fast strikes, key in bA so that you can at least dodge any high attacks. If you wish to gain distance from your opponent, ⇦A is ideal as Seung Mina will move back and carry out a low strike. You can react to vertical attacks most effectively by taking Sidesteps and undertaking a strike, for example, ⇩ or ⇧*B.

If your opponent annoys you with low attacks, enter ⇨⇨K.K.K to dodge effectively when attacking. The second and third attacks can be delayed. It is difficult for your opponent to judge the special move ↘A+B, because a low blow isn't necessarily expected when the attack is launched.

Guard Impact

No matter which Guard Impact you deploy, follow with ↘B in order to hurl your opponent into the air. Nevertheless, ↓B or ↑B will also strike. If your opponent opts for a defensive tactic, you can attack with ⇦A+B.B or ⇨A+K.

The Main Special Moves

Wild Gale	A.A.B
Attack level:	H, H, M
Damage:	17, 20, 30
Horizontal attack	
If the first or second attacks hit as a Counterattack, the subsequent hit is guaranteed. If the third attack strikes, your opponent flies into the air. As an alternative, you can abort after the second attack and follow this with A.A or ⇩A or bA.	

Blunting Kick	⇨ A.K
Attack level:	H, H
Damage:	14, 19
Horizontal attack	
This attack is quick to launch. The first hit guarantees a subsequent hit. Even if your opponent should fend off the attack, it will not take you long to recover.	

Circular Heaven Spin Kick	⇨ ⇨ K.K.K
Attack level:	M, M, H
Damage:	21, 14, 28
Kick	
If the first attack is a hit, your opponent flies into the air to a certain extent and the subsequent strikes are guaranteed. With the first kick Seung Mina also jumps up and, in doing so, she avoids low attacks.	

Rising Void	↑ or ↓ B
Attack level:	M
Damage:	34
Vertical attack	
Your opponent flies into the air when hit, which enables you to start a Mid Air Combo. Vary this attack with a low attack in order to confuse your opponent and increase the probability of a hit.	

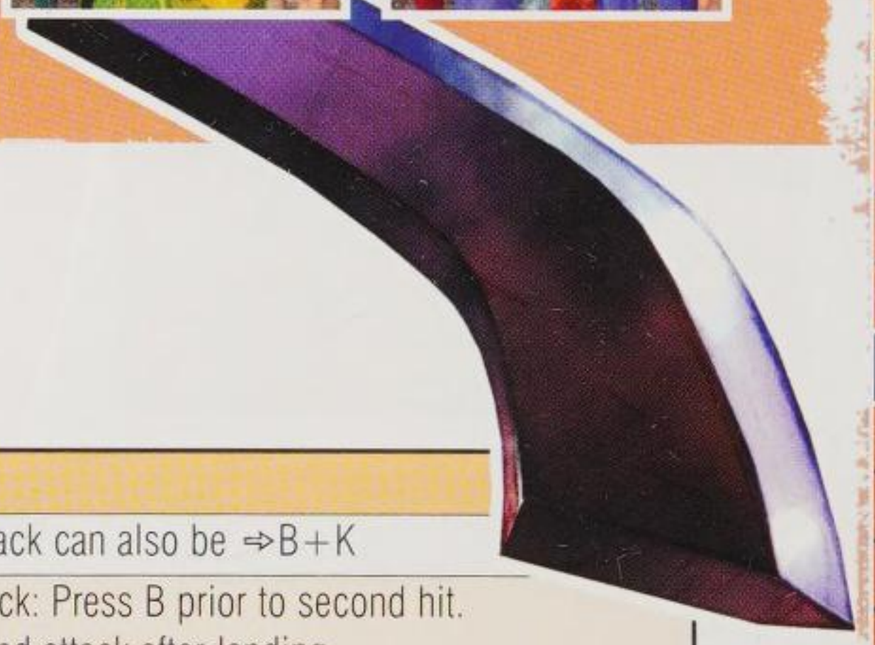
Strangling Slash	↘ A
Attack level:	M
Damage:	38
Horizontal attack	
During this attack your character turns from left to right and the strike is both far-reaching and inflicts a vast amount of damage. It is a useful tactic for close combat and is particularly effective against an 8 Way Run.	

Strangling Flower	⇨ ⇨ A
Attack level:	H, H
Damage:	23, 23
Horizontal attack	
Strangling Flower is a long-range attack, which causes your opponent to fly into the air when hit. Launching this attack is similar to the mid attack ↘A. It is difficult for your opponent to judge this special move.	

Circular Heaven Slash	bA
Attack level:	M
Damage:	24
Horizontal attack	
High attacks are avoided with the Circular Heaven Slash strike. As a Counterattack: keel over. In this case, it is good to follow with ⇦B+K.	

Liquid Rising	↙ K.K
Attack level:	T, M
Damage:	22, 28
Kick	
Liquid Rising is a kick combination featuring low and mid attacks. The low position means that your opponent's high attacks will vanish into thin air. If the first strike is a hit, the next is guaranteed. The first kick also hits an opponent lying on the ground.	

Zanba-tou Smackdown	⇨ A+K
Attack level:	H, H, H, H, H, H
Damage:	19, 14, 7 x 4
Special	
If the first attack strikes, the subsequent hits are guaranteed and your opponent will suffer: cave in. Afterwards, continue with ↘B or ↑B or ↓B.	



BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

Seung Mina's Combos

Combo	1st Attack	2nd Attack	Approx. damage	Notes
1	↘B	⇨kB	63	2nd attack can also be ⇨B+K
2	⇦A+B.B	A+B	94	1st attack: Press B prior to second hit. Enter 2nd attack after landing
3	⇨⇨B	↘B	49	1st strike must hit as a Counterattack
4	↘B (or while getting up B)	⇨⇨A	61	-
5	bA	⇦B+K	62	1st strike must hit as a Counterattack
6	⇨A+K	↘B	91	-

Seung Mina's Weapons in Weapon Master Mode

Weapon	Range	Attack	Defence	Features	Location
Scarlet Thunder	100	100	100	-	Standard weapon
Defender	100	60	145	VH-	Shop, Chapter 1
Hyup Do	100	120	100	Counter-, SC Def+	Shop, Chapter 2
Naginata	100	70	100	SC2UB	Shop, Chapter 3
Couse	100	100	100	Guard+ 30%, HV-	Shop, Chapter 4
Bardiche	100	130	100	Guard- 20%	Shop, Chapter 6
Halberd	100	110	65	+4HP	Shop, Chapter 8
Ambassador	100	100	100	Atk -5HP, SC HP+, SC A+	Shop, Chapter 10
Soul Edge (Complete)	100	125	100	Absorb 40%, Counter-, CPU+	Shop, Extra Chapter 1
Hraesvelgr	100	110	100	Atk +10HP, -5HP, CPU+	Shop, Extra Chapter 2
Feather Broom	100	80	120	CPU-	Shop, Subchapter 2

SOPHITIA ALEXANDRA

Age: 25 **Birthplace:** Athens, Ottoman Empire **Height:** 168 cm
Weight: keeps this delicate information to herself **Date of Birth:** 12th March **Blood Type:** B
Weapon: a short sword named Omegasword and a small shield called Elk Shield
Fighting style: Athenian Style **Available:** has to be activated in Weapon Master mode, see page 163

Sophitia, a holy warrior, once managed to destroy one of the two Soul Edge blades. The injuries she received from the sword's splinters did not initially show any effect; in the years which followed, the warrior had a family. When Sophitia heard that Soul Edge had returned, she resumed her search, but this time in vain.

Sophitia soon realised that the splinters from the sword had poisoned her and that she had passed this onto her children. This news sent Sophitia's sister, Cassandra, in search of Soul Edge. Sophitia sets out to help her sister destroy the sword in order to rid the family of the curse.

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

Tactics and Tips

Sophitia is a fast and dedicated close-range fighter, since most of her attacks only have a short range. She makes up for this, in part, by the fact that the launch of her attacks covers a long distance and enables her to move closer to her opponent.

Make use of the following moves, ⇩↘⇨ and ⇩↘⇨⇩↘⇨, in order to bridge the gap between you and your opponent. For mid-range attacks you should also occasionally go for an 8 Way Run in order to dodge your opponent's attack. This allows you to attack with B. The strong horizontal strike ⇨⇨A is also effective against this.

If your opponent opts mainly for vertical strikes, attack with ⬇A. In the case of high attacks carried out by your opponent, react with ⇩↘⇨B in order to attack and dodge at the same time. If you land a hit, follow it with ⇩↘⇨B⇦.

During close combat you should go for fast attacking techniques such as ⇨A.B or B.K or ↙K or A.A or ⇦B. The following moves, ⇩A or ⬇A or ⬆A, are also a good choice when it comes to attacking. If one of these strikes hits, continue with ⇨⇨B or ↘B or a Throw, such as ⇨⇨A+G.

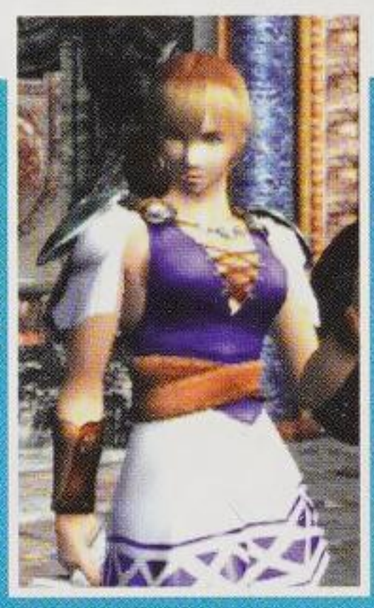
If you are able to dodge high attacks while in a crouched position, use B+K as you get up in order to hurl your opponent into the air.

Soul Charge plays an important role for Sophitia. Attacks, including ⇨⇨B or ⇦B, result in Guard Break in SC2. Furthermore, ⇦⇦B and B+K (while getting up) are unblockable in SC3. If your opponent falls to the ground or flies into the air, opt for Soul Charge to strike with the aforementioned attacks.

Guard Impact

Sophitia mainly fights her opponents at close range, but as her attacks are generally fast and only require a short recovery period, she is not forced to rely on Guard Impact. Opt for this defensive tactic, if your opponent has blocked, with the following attacks: ↙K or ↘A.

After thrusting off your opponent (with ⇨+G), attack with ⇩↘B, so that you can carry out an Attack Throw with ⇦ in the event that you have landed a hit. After skidding away (with ⇦+G), Sophitia will recover more quickly so that ⇦⇦B also strikes her opponent. If your opponents opt for Guard Impact, you can lead them astray with ⇩↘⇨⇩↘⇨B, because they will probably expect your attack after the first special move, namely ⇩↘⇨.



The Main Special Moves

Silent Cross	⇨⇨A
Attack level:	M
Damage:	34
Horizontal attack	
Silent Cross is a far-reaching special move and is powerful against an 8 Way Run. Even the recovery period is short. Consequently, it is an ideal mid-range strike.	

Olympus Cannon	⇨⇨B
Attack level:	M
Damage:	34
Vertical attack	
Your opponent flies into the air when hit by the Olympus Cannon. If the attack hits as a Counterattack, your opponent flies even higher. In SC2: Guard Break.	

Angel Punisher	↘A
Attack level:	M
Damage:	26
Horizontal attack	
This attack is a similar move to ⇨⇨A and it is difficult for your opponent to differentiate between the two. High attacks are evaded during the launch of the attack. This tactic is well suited to close combat and against an 8 Way Run.	

Sword Shower	⇦B
Attack level:	M
Damage:	35
Vertical attack	
The Sword Shower has a short recovery period even if your opponent blocks. The special thing about this attack is the fact that your opponent is always forced into the crouching position, irrespective of whether it's a hit or a block. In SC2: Guard Break.	

Cutlass Titan	⇦A.B
Attack level:	H, M
Damage:	23, 42
Horizontal attack	
With Cutlass Titan the first attack can be held. When held at a maximum, the subsequent hit is guaranteed. This tactic is effective against an 8 Way Run and against your opponent's Guard Impact, since the timing of the attacks can be altered by means of holding the special move.	

Guardian Upper	⇦⇦B
Attack level:	M
Damage:	24
Vertical attack	
High attacks are avoided since this attack is launched from low down. When hit, your opponent flies into the air. In SC3: unblockable. This is a good attack against an 8 Way Run.	

Guardian Strike	⇩B.B
Attack level:	SM, M
Damage:	16, 30
Vertical attack	
If the first attack hits as a Counterattack, the subsequent strike is guaranteed. In the event of a hit, press ⇦ for an Attack Throw.	

Tornado Low Kick	⇙K
Attack level:	T
Damage:	27
Kick	
The Tornado Low Kick is a good low surprise attack which inflicts a relatively large amount of damage. The timing of the attack can be delayed by charging this special move and, in doing so, you will irritate your opponent.	

Angel Step	⇩⇘⇨
Attack level:	-
Damage:	-
Special	
The Angel Step is a special move forward from a low position. By keying in ⇩⇘⇨⇩⇘⇨, Sophitia moves forward even further. This move can be cancelled with *⇨ or *⇦. It is worth noting ⇩⇘⇨B, because after landing a hit you can carry out another Attack Throw with ⇦. The attack is even stronger (damage 52) with ⇩⇘⇨⇩⇘⇨B and the recovery period is shorter. It may also be worthwhile to shift quickly from this special move to a Throw. This is activated with ⇩⇘⇨*⇨A+G or B+G.	

Sophitia's Combos

Combo	1st Attack	2nd Attack	Approx. damage	Notes
1	⇘B	⇩⇘⇨B	54	-
2	-	-	-	-
3	⇓A	⇦B	53	1st attack: if player is on the right ⇑A
4	⇩⇘⇨B	⇦⇦B+K	63	Undertake 1st attack from a long distance
5	⇦⇦B	⇨⇨A+B	57	-

Sophitia's Weapons in Weapon Master Mode

Weapon	Range	Attack	Defence	Features	Location
Omegasword Åï Elk Shield	100	100	100	-	Standard weapon
Swordbreaker	80	70	100	VH+, SC+	Shop, Chapter 1
Xi Sword	100	100	100	VH+, HV-	Shop, Chapter 2
Owl Shield	100	60	135	HV+	Shop, Chapter 3
Blue Crystal Rod	100	70	100	Atk +3HP, SC Def+	Shop, Chapter 4
Fire Blade	125	120	100	15% damage	Shop, Chapter 6
Gladius	100	100	100	VH-, SC Spd+	Shop, Chapter 8
Synval	125	100	65	Counter+	Shop, Chapter 9
Soul Edge (Complete)	100	135	100	Absorb 30%, Atk -3HP, CPU+	Shop, Extra Chapter 1
Orihalcon	100	120	130	VH+, SC++, CPU+	Shop, Extra Chapter 2
Memento	100	100	50	CPU-	Shop, Subchapter 2

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS
ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG
ASSASSIN
BERSERKER
LIZARDMAN

SPAWN®

Age: 31 **Birthplace:** Detroit, Michigan, USA **Height:** 190 cm **Weight:** over 180 kg **Date of Birth:** 16th March
Blood Type: necroplasm **Weapon:** an axe known as Agony **Fighting Style:** -
Available: an exclusive character in the Xbox™ version of Soulcalibur II, can be played from the outset

Moments before death, Al Simmons, a CIA agent, made a pact with the devil Malebolgia. This enabled him to return to life, although as a monster and with fragmented recollections. Furthermore, five years had passed since his "death", and his beloved wife had since remarried. Al Simmons was now a devilish servant, a "Spawn®", and he felt he had been deceived. He swore revenge on Malebolgia...

Meanwhile Malebolgia has learned of Soul Edge and has decided to send forth his Spawn®s into the 16th century in order to retrieve the demonic weapon. Al Simmons is one such Spawn®.

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BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA

SPAWN®

TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

Tactics and Tips

Spawn® excels with his strong mid attacks, such as ⇨⇨bA and ↘A, as well as his fast series of kicks, ↙K.K.K. His Throws, too, should not be underestimated. However, most of his attacks are close-range and take some time to launch. As a result, he mainly concentrates on close- and mid-range attacks.

You should use ⇨⇨bA to approach opponents who are far away. If these attacks hit, your opponent ends up falling to the ground. Include ⇦⇦A as a surprise attack, although it takes a relatively long time to recover from the strike. ⇦⇦K is just as good to catch your opponent unawares.

Enter ⇦B.A and ⇦B.B to confuse your challenger even further. Although both strikes are very much the same during the first attack, they differ during the second attack in so far as A will hit low and B will strike mid. The same applies with ↙A (hits low) and ↙AB (strikes mid).

Counter high attacks with ⇦⇦B, since this contains a dodging feature. ⇩A+K evades vertical attacks and also has a long reach.

If your opponent is close up or a little further away, rapid attacks such as A or ⇩A or ⇦A.A are appropriate. You should combine these with the mid attack ↘A and low attack ↙K.K.K in order to make it difficult for your opponent to predict what you will do next. As a Counterattack, all three kicks will strike.

Don't forget your Throws, such as ⇩↙⇦A+G. Following this move, Spawn® will shift to the Levitation position, which will enable you to key in **B**. Your opponent will not have a chance against this unblockable attack.

Guard Impact

As it is difficult for Spawn® to put his opponents under pressure by carrying out a string of attacks, Guard Impact should be given due reverence. After thrusting off (with ⇨+G), you can knock your opponent into the air with ↘B and can follow this special move with a Mid Air Combo. If your opponent is at the edge of the arena, opt for A+B. If, on the other hand, you press **AH+B**, you will shift to the Levitation position and can carry out K.

After skidding away (with ⇦+G), you have the same opportunities. However, some Mid Air Combos do not hit after ↘B if Spawn® is on the right of his opponent.

You can counter your opponent's Guard Impact by entering **↑B** or **↓B**. Charge to the maximum in order to cause a Guard Break. When hit, your opponent will fly into the air.

The Main Special Moves

Divider	**↘A**
Attack level:	M
Damage:	32
Horizontal attack	
This attack can be repeated quickly due to the brief recovery period required. It is mainly intended to protect Spawn®'s right side from an 8 Way Run. As a Counterattack: staggering.	

Devil Spiral	**⇨⇨K.B**
Attack level:	M, M, M
Damage:	28, 18, 21
Kick	
If the first attack hits as a Counterattack, the subsequent strike is guaranteed. ⇨⇨K.**B** will change to the Levitation position. As a Counterattack you will be able to inflict damage with a further attack from the Levitation position.	

Ravaged Armor	**⇨⇨bA**
Attack level:	M
Damage:	32
Horizontal attack	
The special move, Ravaged Armor, has a very far reach (to the sides too) and will, therefore, be effective against an 8 Way Run. When hit, your opponent falls to the ground. Both the launch and recovery periods required for this attack are relatively short.	

Abject Terror	**⇨⇨K⇩K**
Attack level:	M,T
Damage:	28, 33
Kick	
In comparison to ⇨⇨K.B, the second strike is a low attack. As such, both of these attacks are well suited to confusing your opponent when deployed alternately.	

Tormented Rage	**⇦⇦B**
Attack level:	M
Damage:	37
Vertikal Angriff	
Spawn® moves closer to his opponent from a low position and swings his axe upward. This attack has a far reach due to the action required to launch it. If Spawn® strikes his opponent into the air, he will be thrown up once again.	

Hell Spiral (1)	**A+B**
Attack level:	M
Damage:	36
Special	
High attacks are evaded when launching this strike. If you have landed a hit, press **AH+B** to shift to the Levitation position. Afterwards, a further attack, such as K, can be carried out.	

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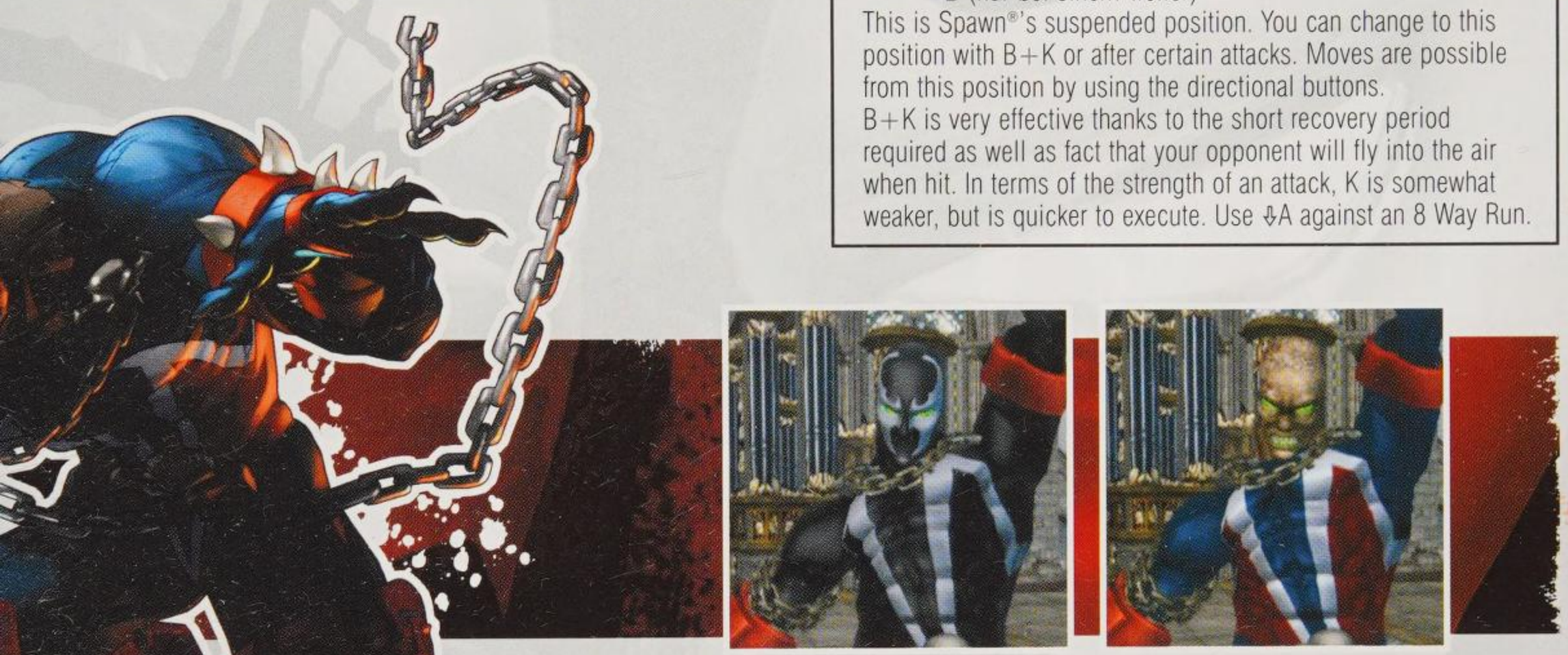
Necro Rage	↑ or ↓B
Attack level:	M
Damage:	36
Vertical attack	
It is possible to charge this attack. When held at a maximum: Guard Break. Afterwards, keep the button (**B**) pressed down to enable Spawn® to change to the Levitation position.	

Grisly Rush	↖ or ↙ B.A
Attack level:	M, M
Damage:	25, 38
Vertical attack	
If the first attack is a hit, the second is guaranteed. The direction of attack will be determined with ↙B⇩ or ⇧A. In practice, this special move is intended to knock your opponent out of the ring.	

Imprisoning Tendrils	⇩↙⇦B+G
Attack level:	Wurf
Damage:	45
Throw	
After being hit, your opponent bounces off the ground and you can carry out further strikes. Alternate this throw with ⇩↙A+G, so that your opponent can't escape at the push of a button.	

Levitation	B+K
Attack level:	-
Damage:	-
Spezial	
The following moves result in the Levitation position: • **A+B** (nur bei einem Treffer) • ⇨A.B.B+K • ⇦⇦**B** (nur bei einem Treffer) This is Spawn®'s suspended position. You can change to this position with B+K or after certain attacks. Moves are possible from this position by using the directional buttons. B+K is very effective thanks to the short recovery period required as well as fact that your opponent will fly into the air when hit. In terms of the strength of an attack, K is somewhat weaker, but is quicker to execute. Use ⇩A against an 8 Way Run.	



Spawn®s Combos

Combo	1st Attack	2nd Attack	3rd Attack	Approx. damage	Notes
1	↘B	⇨⇨A+B	-	66	-
2	A+K	**AH+B**	During Levitation K	115	1st strike must hit as a Counterattack
3	A+K	↙ or ↖B.B	-	82	2nd attack: ↖ or ↙ must be entered as ↙↙ or ⇗⇗
4	⇩↙⇦B+G	⇦⇦B	A	87	If opponent does not undertake air control after 3rd attack, then enter ⇦A.A for 4th attack
5	⇩↙⇦A+G	During Levitation **B**	-	101	-

Spawn®s Weapons in Weapon Master Mode

Weapon	Range	Attack	Defence	Features	Location
Agony	100	100	100	-	Standard weapon
Despair	100	100	130	Guard+ 40%, Counter-	Shop, Chapter 1
Malice	100	80	100	Reflect 33%	Shop, Chapter 2
Torment	100	135	100	VH-	Shop, Chapter 3
Misery	100	120	120	HV-	Shop, Chapter 3
Reaper	120	100	100	Absorb 15%, Guard- 30%	Shop, Chapter 6
Vengeance	100	120	100	SC A+, Guard- 20%	Shop, Chapter 6
Redeemer	120	70	100	SC Spd+, SC HP-	Shop, Chapter 8
Soul EdgeÅicomplete)	100	140	100	Absorb 25%, -3HP, CPU+	Shop, Extra Chapter 1
Abomination	80	200	100	Atk -9HP, CPU+	Shop, Extra Chapter 2
Sorrow	100	80	80	CPU-	Shop, Subchapter 2

CHARACTERS

TAKI

Age: 29 **Birthplace:** Fu-Ma No Sato, Japan **Height:** 170 cm **Weight:** 53 kg
Date of Birth: unknown **Blood Type:** A **Weapon:** two ninja daggers known as Rekki-Maru and Mekki-Maru
Fighting Style: Musoh-Battoh-Ryu style **Available:** can be played from the outset

Taki is one of the Fu-Ma ninjas and specialises in fighting demons. She once defeated Cervantes, once possessed by the Soul Edge sword. Taki was able to fuse a fragment of this weapon with her ninja dagger Mekki-Maru. However, Taki then fled after her clan's chief, motivated by evil powers, demanded she relinquish the Mekki-Maru.

Continually pursued by Fu-Ma ninjas, Taki realises that her ninja master is gathering more and more information on Soul Edge. It is only thanks to her own mental strength that she herself is not subject to the evil influence of her dagger. For Taki the time has now come to find a solution.

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN™
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

Tactics and Tips

Taki is an agile fighter and her strength lies in close combat, since most of her attacks only have a short reach. Her style is to exert pressure on her opponent with fast attacks and to ensure a variety of attacks in her Possession position. Possession position is also advantageous in that it can be changed rapidly by entering G.

An important aspect of Taki's combat style is to bridge the distance between you and your opponent. Move sideways with an 8 Way Run and keep your eyes on your opponent. If he remains standing, run towards him. If he sends a vertical attack into space, enter ↓B or ↑B or ←B or ↗B or ↘B. By keying in A+B.K.A you can also jump up at opponents who have far-reaching attacks like, for example, Ivy or Astaroth.

If you are right next to your opponent, you can focus on rapid attacks beginning with A. However, vary these now and again with mid strikes, which generally begin with B. The following special moves are recommended: A.A or A.B.B or A.B.⇦B+K.

Guard Impact

After thrusting off (with ⇨+G), ⇨⇨B is the simplest attack to deploy. ↑B and ↓B are less easy, but undoubtedly more effective. The opponent flies into the air and you can follow with a Mid Air Combo. The same applies for skidding away (with ⇦+G), whereby B.K is also recommended.

If your opponent opts for Guard Impact, assume a low position with ⇩↙⇦ and attack with B. After landing a hit, follow it with B.B as you get up.

You should often abort the last part of the attack – (B+K) – with G so that you can confuse your opponent with a mid attack. B.B and B.K are particularly worth mentioning in this respect.

Include the low attack ↙K now and again. Although this doesn't cause a large amount of damage, it doesn't take long to recover and you can enter K or A as you get up. If the latter of these attacks hits as a Counterattack, you can still follow it with A.A.

Taki's attacks, which are carried out while jumping, are also worth noting. Jump (delayed) A will strike low, whereas jump (delayed) B will hit mid. It will be difficult to differentiate between the attacks and they will be worth including when your opponent is on the ground.

The Main Special Moves

Shadow Banishment	B.A.K
Attack level:	M, H, H
Damage:	15, 12, 29
Vertical attack	
If the first attack hits as a Counterattack, the subsequent ones are guaranteed (unless the second attack is delayed). The third attack can be held. On the whole it doesn't take long to recover from this strike. Vary this attack with B.A.⇨K.	

Assassin's Strike	⇨ ⇨ B
Attack level:	M
Damage:	51
Vertical attack	
This is a long-range attack, which is quick to launch and causes a large amount of damage. It is ideal as a surprise attack.	

Divine Cannon	While getting up K
Attack level:	M
Damage:	24
Kick	
Divine Cannon is an effective attack for close combat, because it can be launched quickly and doesn't take long to recover from. As a Counterattack: reel back. In this case continue with jump (delayed) B.B.	

Diving Scroll	Sprung (delayed) A
Attack level:	T
Damage:	24
Horizontal attack	
This is a fast low attack where the opponent falls down when hit. Use this attack occasionally and follow it with various mid attacks, such as jump (delayed) B or jump (delayed) K.K.	

Haste	K.K.K
Attack level:	H, H, H
Damage:	16, 17, 19
Kick	
If the first attack is a hit, the next is guaranteed. In the case of a Counterattack even the third attack will result in a hit. After A, K is Taki's quickest attack, but K.K is considerably more powerful than A.A.	

Shadow Claw	While getting up A.A.A
Attack level:	M, H, M
Damage:	22, 14, 34
Horizontal attack	
A delay in the second and third attacks is possible with Shadow Claw. If the first one strikes as a Counterattack, the following hits are guaranteed (this is not the case with delayed attacks).	

Burning Misery	↗ or ↘ A.B.B.B
Attack level:	H, M, M, M
Damage:	6, 8, 12, 19
Horizontal attack	
If the first attack of Burning Misery is charged, the second one will be delayed. If the first strike is a hit as a Counterattack, all subsequent strikes are guaranteed irrespective of how long the attack is charged.	

Divine Cannon Combo	While crouching A + K.K
Attack level:	T, M
Damage:	16, 24
Kick	
The move from the first attack is very similar to the strike carried out while in a crouched position K. Consequently, your opponent will often be hit by the second kick. As a Counterattack: reel back.	

Possession	⇩⇙⇦
Attack level:	-
Damage:	-
Special	
Taki crouches down to build up strength. A+B will be very effective here, in spite of the time it takes to launch the attack. This attack is unblockable and high attacks are evaded. ⇧K.A is also worth noting: Taki will jump up and kick twice, which is very good against opponents who want to stop the Possession attack with ⇩A.	

Taki's Combos

Combo	1st Attack	2nd Attack	3rd Attack	Approx. damage	Notes
1	↓ or ↑K	A+K	-	63	-
2	⇦B+K	⇨⇨B	-	53	-
3	↑ or ↓B	B.K	⇨⇨K	81	-
4	RU or ↗A↙	During Posession K	-	28	1st strike must hit as a Counterattack
5	⇦B+K	⇦↙⇩↘⇨B	-	83	-
6	While Getting up K	Sprung (delayed) B.B	-	71	1st strike must hit as a Counterattack. A+K is also possible as 2nd attack

Taki's Weapons in Weapon Master Mode

Weapon	Range	Attack	Defence	Features	Location
Rekki-Maru & Mekki-Maru	100	100	100	-	Standard weapon
Kunai	90	120	130	-	Shop, Chapter 1
Slicer	100	100	100	VH+, Counter-	Shop, Chapter 2
Kagekiri	100	100	65	Guard+ 20%	Shop, Chapter 3
Yoroitohshi	100	100	70	SC1UB	Shop, Chapter 3
Fuumakugi	80	100	100	Atk +3HP, Guard- 20%	Shop, Chapter 5
Silent Edge	120	80	100	-	Shop, Chapter 7
Kamizoroe	100	80	100	SC Spd+	Shop, Chapter 9
Soul Edge (Complete)	100	140	140	Hit -3HP, CPU+	Shop, Extra Chapter 1
Kris Naga	120	140	100	Guard- 10%, SC Def-, SC HP+, CPU+	Shop, Extra Chapter 2
Tobacco Pipes	100	80	120	CPU-	Shop, Subchapter 2

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS
ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG
ASSASSIN
BERSERKER
LIZARDMAN

TALIM

Age: 15 **Birthplace:** Village of the Wind Deity, south-east Asia **Height:** 144 cm **Weight:** 42 kg
Date of Birth: 15th June **Blood Type:** unknown **Weapon:** two elbow blades named Syi Sarika and Loka Luh
Fighting Style: Wind Dance **Available:** can be played from the start

After Spain had declared that the Philippines was part of its empire, a period of unrest and mutiny began in south-east Asia. People from the West had subjected the natives to a culture without paying any respect to existing customs and conventions. Only a few were able to escape from the new influences, including Talim's clan, who fled to the mountains.

Talim, a shaman and priestess, left her village after finding a strange fragment of metal. She sensed it contained evil powers and so the young girl decided to return the fragment to its rightful resting place. Since then, Talim experiences the demonic aura of this fragment in different places. She is convinced that other fragments must also exist.

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

Tactics and Tips

Talim has an extremely short reach due to her weapon. She makes up for it, however, with swift attacks. Her small stature is also a distinct advantage. If Talim bends down, she is able to dodge high attacks automatically, as well as many mid strikes.

Opt for an 8 Way Run for mid- to long-range attacks so that you are able to keep a close eye on your opponent. Select ↘A+B or ⇨⇨A.A – both are far-reaching attacks – in order to move closer to your opponent while attacking. If an opponent storms forward, stop them with the low attack ↙A, which has a short recovery period.

↗A or ↘A, horizontal attacks, are recommended at close range. These are carried out from a low position and are also effective against an 8 Way Run. When hit, your opponent will be hurled off. It is an ideal attack for a Ring Out.

Other effective attacks for close combat include A.A or B.B, of which the latter can be followed with ⇧ or ⇩ in order to shift to Wind Charmer 2 position. Alternatively, extend the attack with B.B.A for a low attack or B.B.K for a mid attack.

Another tactic after keying in A.A or B.B is simply to follow on with ↙A+B, a powerful attack from low down. In addition, you should also carry out the Throw ⇩↘⇨B+G⇦⇨A+G⇩↙⇦B+K which, although difficult to activate, will cause serious injury – mainly to passive opponents.

Talim dodges attacks more easily from the Wind Charmer 2 position, (⇩ or ⇧B+K), than with an 8 Way Run. Your best attacks while in this position will be B.B (mid) or ⇩K (low) or ⇩A (low).

Guard Impact

As Talim's strength is focused on close-range attacks and she puts her opponent under pressure with many short attacks, you will not really need to concentrate on Guard Impact. Guard Impact is useful during mid-range attacks against opponents who take a long time to launch a strike.

After thrusting off (with ⇨+G), follow with ↙A+B. Following skidding away (with ⇦+G) do not only focus on ↙A+B but also on ⇩↘⇨B. If your opponent opts for Guard Impact, key in ⬆B or ⬇B or ⇩↘⇨**B**. These attacks will probably only strike after the opponent's Guard Impact is over.

The Main Special Moves

Ice Wind	A+B
Attack level:	M
Damage:	58
Special	
Ice Wind causes extensive damage and Guard Break. With SC 3 the strike is unblockable. It is possible to cancel with G. Afterwards, Talim will turn her back on her opponent. This attack is quicker to execute than it appears.	

Double Abaniko	⇨ ⇨ A.A or ➡ A.A
Attack level:	H, M
Damage:	23, 29
Horizontal attack	
If the first attack hits, the second is guaranteed. If the second strike is a hit, your opponent will fall to the ground. Talim will remain relatively safe despite the lengthy recovery period, even if the attacks were to be blocked. This attack is launched from low down, thereby dodging any high attacks.	

Salisi Breeze	B.B.A
Attack level:	M, M, T
Damage:	14, 16, 24
Vertical attack	
If the first attack is a hit, the next one is guaranteed. If the second attack strikes as a Counterattack, the third attack is also guaranteed. This attack is ideal for close combat due, in part, to its short recovery period. To shift to the Wind Charmer 2 position enter B.B⬆ or B.B⬇ or B.B.A⬆ or B.B.A⬇.	

Twin Baraw Lift	↙A+B
Attack level:	M
Damage:	32
Special	
When hit, your opponent will fly into the air. If this strike is fended off, your opponent will be pushed back a little, making it difficult for them to attack you. As the strike is launched from low down, all high and some mid attacks will be avoided.	

Salisi Razor	B.B.K
Attack level:	M, M, M, M
Damage:	14, 16, 20, 22
Vertical attack	
If the first attack lands a hit, the next strike is guaranteed. A third strike also guarantees a fourth hit. Following a hit with the fourth attack: bounce off ground. It doesn't take long to recover from this attack.	

Swift Espada	A.A.B
Attack level:	H, H, M, M
Damage:	12, 13, 10, 26
Horizontal attack	
If the first attack strikes, the next hit is guaranteed. The third attack, too, will also secure the subsequent hit. If the second attack strikes as a Counterattack, all other strikes are guaranteed. It will not take long to recover from this attack.	

Monsoon	⇩⇘⇨B+G
Attack level:	Throw
Damage:	40
Throw	
If this Throw is successful, key in ⇦⇨A+K quickly followed by ⇩⇙⇦B+K. Vary this Throw combination with A+G, so that your opponent never really knows which button to press in order to escape the next Throw.	

Wind Sault	⇨B+K
Attack level:	-
Damage:	-
Special	
With this attack, Talim curls up and does a forward somersault. ⇦ will shorten the jump. In SC1: B provides Guard Break. A hit with K will result in your opponent falling to the ground and Talim will also lie on the ground. This has the disadvantage of a long recovery period. Jumping up and keying in ⇦K will bring your opponent down, but here too, you will need a long time to recover.	

Talim's Combos

Combo	1st Attack	2nd Attack	3rd Attack	Approx. damage	Notes
1	↓ or ↑B→	⇦⇦B		68	1st attack: ↓ or ↑B→ changes to Wind Sault position
2	⇨⇨B	⇦⇦B	-	-	1st attack may also be ⇙A+B
3	B.B.K	⇦⇦B	⇦⇦B	98	Only carry out 2nd attack if K hits from 1st attack
4	⇘B⇨B	⇙K	-	60	-
5	⇦⇦B	⇙K	-	-	-

Talim's Weapons in Weapon Master Mode

Weapon	Range	Attack	Defence	Features	Location
Syi Sarika & Loka Luha	100	100	100	-	Standard weapon
Wind Guide	100	100	130	Guard+ 40%, Counter-	Shop, Chapter 1
Tonfa	100	85	120	VH+	Shop, Chapter 2
Side Harpe	100	60	100	SC2UB	Shop, Chapter 3
Double Crescent Blade	90	130	130	SC A+, SC Spd-	Shop, Chapter 4
Chaqu	100	130	100	Guard- 20%	Shop, Chapter 6
Cac Ankana	175 (right hand)	100	100	Guard+ 30%, -2HP	Shop, Chapter 8
Maila Kari	175 (left hand)	100	100	15% damage	Shop, Chapter 10
Soul Edge (Complete)	100	140	70	Absorb 20%, HV-, CPU+	Shop, Extra Chapter 1
Soul Calibur	300 (left hand)	100	100	Atk +5HP, CPU+, Counter-	Shop, Extra Chapter 2
Weight	100	80	80	CPU-	Shop, Subchapter 2

VOLDO

Age: 50 **Birthplace:** Palermo, Kingdom of Naples **Height:** 183 cm **Weight:** 84 kg
Date of Birth: 25th August **Blood Type:** A **Weapon:** two katar referred to as Manas and Ayus
Fighting Style: own style **Available:** can be played from the outset

On a small island somewhere in the Mediterranean there lies the treasures of the deceased Italian merchant Vercci. Hidden in caves and protected by deadly traps, one man alone watched over the legacy of Vercci for many years: Voldo.

The darkness and loneliness gnawed away at Voldo's mind and yet one day he remembered his master's most coveted treasure: the Soul Edge sword. Vercci had sought the weapon throughout his life. Voldo, suddenly inspired, set out in search of Soul Edge, a find which would crown Vercci's treasure trove.

BASICS
FIGHTING SCHOO
CHARACTERS
WEAPON MASTE
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

Tactics and Tips

Voldo is very difficult to compare with any of the other characters due to his strange appearance, unusual attacks and unfamiliar moves. In this respect, it is not the distances of his attacks, nor his susceptibility to an 8 Way Run which matter, but rather his large selection of powerful and bewildering attacks.

Generally speaking, you should regularly deploy ↓A or ↑A – even against an 8 Way Run – since these are far-reaching attacks. If your opponent is at a distance from you, opt for mid attacks with ↘B or ↗B, or low attacks with ↓K or ↑K. If a mid attack strikes, follow this through with ⇩A+B for additional damage. If you land a hit with a low attack, continue with A (while getting up) or a Throw. Other effective attacks include ⇨⇨A+B and ↙K. The latter one will evade high attacks due to the way it is launched. When hit, your opponent will fly into the air.

There are some effective attacks from the Blind Stance position, such as ←B.B or ↘K. Moreover, you can easily move on to an 8 Way Run in order to dodge your opponent's attacks better and more quickly than normal. It is also possible to escape Throws from this position.

The low attack ⇨⇨ and the mid attack K are recommended for the Mantis Crawl position. ⇨⇨ is particularly worth mentioning as Voldo will make a dash towards the opponent.

For attacks at close range, opt for rapid strikes such as ⇨B or ↙A. By keying in ⇩↙⇦, you will change to the Blind Stance position and can deploy the mid attack ⇦B or the low attack ↘K. Always alternate these attacks, so that your opponent will not be able to adapt himself to the situation.

If your opponent includes high attacks against Voldo's Blind Stance, strike from low down with ⇩A+B. It is also important to make use of the Super Freak string of attacks – (B+K) – in order to provoke the opponent and to baffle him with unusual moves.

Guard Impact

If you select Voldo as your character, it is essential that you attempt to avoid your opponent's strikes with Guard Impact. After thrusting off (with ⇨+G) you should attempt to hit your opponent into the air with ↙K. Then inflict extra damage from the Blind Stance position with ⇦B. ⇨⇨K would be a better but more difficult tactic, followed by ⇩A+B from the Blind Stance position.

After skidding away (with ⇦+G) it is easier to opt for ⇨⇨K, due to the longer recovery period needed by your opponent. If an opponent attempts to deploy Guard Impact, then simply delay with ⇨⇨K or go for the attack ⇦**A**+**B**.

The Main Special Moves

Blind Blade	**↑ or ↓A**
Attack level:	M
Damage:	38
Horizontal attack	
This is a long-distance attack and is effective against an 8 Way Run. ↘A is virtually the same attack, but will require more time to recover.	

Blind Spin	**⇦A.A**
Attack level:	H, H
Damage:	18, 26
Horizontal attack	
If the first attack hits as a Counterattack, the subsequent hit is guaranteed. By keying in ⇦A, Voldo will change to the Blind Stance position.	

Demon Elbow	**↘B or ↗B**
Attack level:	M
Damage:	50
Vertical attack	
If this attack hits, enter ⇩A+B for subsequent attacks. This is good as a surprise attack due to its long reach and short launch period. With the attack ⇨⇨B, referred to with the same name, your opponent will be hurled back even further, so that ⇩A+B will no longer work as a subsequent hit (other than at the edge of the arena).	

Scorpion Tail	**↙K**
Attack level:	M
Damage:	25
Kick	
As this attack is launched from low down, high strikes are avoided. Following the kick there is an automatic shift to the Blind Stance position. This change is prevented by keying in ↙K⇨. However, this will also result in Voldo taking considerably longer to recover.	

Blind Drop	⇨⇨K
Attack level:	M, M, L
Damage:	20, 23, 34
Kick	
After this attack Voldo will automatically shift to the Blind Stance position. While launching the strike some high attacks will be evaded. If your opponent blocks, Voldo's recovery period will be shorter.	

Bloody Drill	K+G
Attack level:	Throw
Damage:	75
Throw	
A Throw, which should be deployed now and again instead of A+G. It is both very simple to execute and very powerful.	

Caliostro Rush	⇩⇘⇨
Attack level:	-
Damage:	-
Special	
Voldo will crawl along the ground to his opponent, thereby dodging high attacks. He can move away from his opponent with ↙ and move forward again with ↘. The best attack from this position is A.A. The first strike will guarantee the subsequent hit. If the second attack hits as a Counterattack: collapse. Afterwards, ⇩⇘⇨B.B is ideal for further hits. In addition, A+G and B+G are good surprise attacks.	

Mute Low Kick	⇧ or ⇩K
Attack level:	L
Damage:	24
Kick	
This low attack will not cause your opponent to fall to the ground, but it will be very difficult to anticipate. Even if an opponent were to block the attack, they would hardly pose a threat, because Voldo recovers more quickly than his challenger.	

Blind Stance	⇩⇙⇦
Attack level:	-
Damage:	-
Special	
Besides ⇩⇙⇦, there are many attacks, which result in the Blind Stance position. In the Blind Stance position, Voldo's 8 Way Run will be faster than normal and he is even able to avoid Throws.	

Mantis Crawl (Feet First) Mantis Crawl (Head First)	⇙A+K or ⇩A+K ⇘A+K or during Blind Stance ⇩A+K
Attack level:	M
Damage:	20
Special	
Voldo positions his body in such a way that it will look like a kind of bridge. Some of the attacks will differ, depending on whether the head or the feet point towards your opponent. The fast low attack ⇨⇨ (head comes first), is the most effective of all.	

Voldo's Combos

Combo	1st Attack	2nd Attack	3rd Attack	4th Attack	Approx. damage	Notes
1	While getting up A	⇩⇘⇨B.B.B	-	-	101	1st strike must hit as a Counterattack
2	⇨⇨K	During Blind Stance ⇩A+K	⇨⇨	-	78	-
3	↘ or ↗B	⇩A+B	-	-	80	-
4	⇙K	During Blind Stance ⇨B	-	-	58	-
5	⇘A+K		B+K	B+K	85	1st attack from the side. Afterwards, shift to Mantis Crawl position. Move Voldo underneath the flying opponent between the 3rd and 4th attacks
6	⇨⇨K	⇩A+K	During Mantis Crawl ⇨⇨	During Mantis Crawl B	100	4th attack isn't always a hit

Voldo's Weapons in Weapon Master Mode

Weapon	Range	Attack	Defence	Features	Location
Manas & Ayus	100	100	100	-	Standard weapon
Cat Claws	100	130	100	Counter-	Shop, Chapter 1
Tofana Scissors	100	130	100	-2HP	Shop, Chapter 2
Shame & Blame	100	80	120	-	Shop, Chapter 2
Iron Ram	100	100	100	SC A+, SC Def-	Shop, Chapter 4
Heavy Jur	110	100	100	HV-	Shop, Chapter 4
Karma & Mara	100	100	130	VH-	Shop, Chapter 6
Engetsurin	110	70	100	HV-	Shop, Chapter 10
Soul Edge (Complete)	100	135	100	Guard+ 30%, Atk -3HP, CPU+	Shop, Extra Chapter 1
Guillotine	120	100	100	5% damage, SC++, SC A+, CPU+	Shop, Extra Chapter 2
Tambourines	85	80	80	CPU-	Shop, Subchapter 2

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS
ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG
ASSASSIN
BERSERKER
LIZARDMAN

CHAI XIANGHUA

Age: 20 **Birthplace:** Beijing, Ming Empire **Height:** 152 cm **Weight:** 46 kg
Date of Birth: 2nd April **Blood Type:** B **Weapon:** an unnamed Chinese sword
Fighting Style: sword fighting passed down from her mother **Available:** can be played from the start

When the Ming Empire was threatened by Japanese pirates, the Soul Edge sword was thought to be a reputable "hero's sword". Xianghua, a highly decorated soldier of the Emperor's guard, had the task of finding the weapon. However, the young woman failed her mission and fell into disgrace...

Xianghua was happy with her lot, since she had indeed found and secretly destroyed Soul Edge together with Kilik. Both had sensed the evil powers and had decided to protect the world from this weapon.

Once the fragments of the demonic sword start to re-emerge, Xianghua does not hesitate. She sets out to complete that which she thought had been accomplished many years previously.

BASICS
FIGHTING SCHOO
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

Tactics and Tips

Xianghua's attacks generally only cover a short range, but this Asian girl makes up for her disadvantage by sheer speed. Thanks to attacks with a short recovery period, she is a born close-range combatant.

Over a medium- or long-range, attack with ⇦A+B or preferably with ⬆A+B or ⬇A+B or ↗A+B or ↘A+B. If this strikes as a Counterattack, follow it up immediately with ⇨⇨K. ⇨⇨A or ⇦⇦A or ↘A are equally effective. All these attacks have a short recovery period and are effective against an 8 Way Run. If your opponent approaches you head-on, enter ⬇B or ⬆B.

If you want to approach your opponent by attacking him, make use of strikes such as ⇨⇨A and ⇨B+K. These are long-range and only have a short recovery period. In SC2, the latter will actually cause a Guard Break. If your opponent is far away, you should increase your Soul Charge Level.

In close combat you should use attacks which are quick to launch, e.g. A.A or B.B or ⇦K. If you hit your opponent, you can continue with the low attack ↘A, the mid attack ↘B or the Throw A+G or B+G. In order to abort an opponent's attack which takes a long time to launch, ⬇B or ⬆B are ideal. In order to retreat from your opponent, use ⇦⇦B: Xianghua dodges many attacks during the launch period.

A.A⇦B.B is also effective. The fourth attack can be aborted with G so that it can, as an alternative, be followed by a Throw. In order to confuse your opponent, you should use the low attack ↘A and the mid attack ↘B alternately.

Xianghua will gain SC2 by the Throw ⇩↙⇦B+G. This means that some of her attacks include a Guard Break. Use, for instance, ⇨B+K.

Guard Impact

After thrusting off, enter (with ⇨+G) ↘B. This will send your opponent flying into the air and will enable you to start a Mid Air Combo. After skidding away (with ⇦+G), you can execute either ↘B or ⬇B or ⬆B, especially when your opponent makes use of his Guard Impact.

The Main Special Moves

Beautiful Rhythm	A.A.B
Attack level:	H, H, M
Damage:	12, 15, 20
Horizontal attack	
This attack is quick to launch and is very effective in close combat. As a general rule, you should only use this strike up to the second attack and only as a Counterattack up to B.	

Elegant Rhythm	B.B
Attack level:	M, M
Damage:	16, 20
Vertical attack	
The first strike of the Elegant Rhythm will guarantee subsequent hits. You can abort the first attack with G, which is a good tactic as a ruse.	

Storming Lian Hua	⇦ A
Attack level:	M
Damage:	26
Horizontal attack	
The range of this attack is longer than expected. The recovery period is short and the attack is useful against an 8 Way Run. After this strike, put pressure on your opponent with ↘B or a Throw.	

Lian Hua Upper	↘ B
Attack level:	M
Damage:	25
Vertical attack	
A hit with this attack will send your opponent flying into the air. The attack can be deployed quickly and has a long reach.	

Striking Lian Hua	⇨ ⇨ A
Attack level:	H
Damage:	30
Horizontal attack	
The Striking Lian Hua is a quick strike which has an unusually far reach for Xianghua. A hit will send your opponent flying into the air. The attack is effective against an 8 Way Run making it important at mid distances.	

Playful Slice	⬆B or ⬇B
Attack level:	M
Damage:	30
Vertical attack	
If this attack hits your opponent at close range, it sends him flying into the air. Its recovery period is short. In addition, you can use this strike to dodge a vertical attack.	

Shan Kick	⇦ K
Attack level:	H
Damage:	18
Kick	
With a short recovery period, this attack is effective against an 8 Way Run. Enter ↘B straight after a hit.	

Woan Shyong Combo	⇨ ⇨ K.B
Attack level:	M, M
Damage:	24, 45
Kick	
The first kick is very quick to launch, so it is recommended after your own block. If you have a hunch that your opponent will block you, you should refrain from using this attack.	

Hou Lee	A+K
Attack level:	-
Damage:	-
Special	
Hou Lee is a turning, forward move from the crouched position. The number of turns (press **A**+**K**) will increase the distance travelled as well as the power of the attack. It is good as a surprise attack, which, in addition, avoids high attacks.	

Xianhua's Combos

Combo	1st Attack	2nd Attack	3rd Attack	Approx. damage	Notes
1	↘B	↘B+K	-	53	-
2	While crouching ↘B	↘ or ↗K.A	-	67	-
3	↓ or ↑B	↙B	While crouching ↘B	74	After 2nd attack: automatically in a crouched position
4	↙A+B	↘B	↘B+K	-	1st strike must hit as a Counterattack
5	↘B	↙B	While getting up K	59	After 2nd attack: automatically in a crouched position. Simply press on K

Xianghua's Weapons in Weapon Master Mode

Weapon	Range	Attack	Defence	Features	Location
No Name	100	100	100	-	Standard weapon
Kard	90	70	100	SC2UB	Shop, Chapter 1
Northern Star	100	100	100	Counter+, Counter-	Shop, Chapter 2
Soul Calibur (Evil)	100	100	70	Counter+, SC A+, SC HP-	Chapter 5-2, Paradis of Altair
Kopis	90	100	100	Guard+ 40%	Shop, Chapter 3
Qi Xing Sword	120	80	80	VH+	Shop, Chapter 6
Krita-Yuga	100	100	100	VH-, HV-, SC HP+	Shop, Chapter 7
Blue Storm	120	120	80	HV-	Shop, Chapter 9
Soul Edge (Complete)	100	120	100	Atk -3HP, CPU+, SC1UB	Shop, Extra Chapter 1
Soul Calibur	100	120	100	Atk +2HP, HV-, Counter-, CPU+	Shop, Extra Chapter 2
Calligraphy Brush	100	80	80	CPU-	Shop, Subchapter 2

BASICS
FIGHTING SCHO
CHARACTERS
WEAPON MAST
SECRETS
MOVE LISTS
ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG
ASSASSIN
BERSERKER
LIZARDMAN

YOSHIMITSU

Age: unknown **Birthplace:** keeps this information to himself **Height:** unknown **Weight:** unknown
Date of Birth: unknown **Blood Type:** unknown **Weapon:** a Japanese katana sword known as Yoshimitsu
Fighting Style: Manji Ninjitsu **Available:** must be activated in Weapon Master mode, see page 163

Yoshimitsu lost an arm when the army of a lord annihilated his ninja clan. His ninja skills and some luck helped Yoshimitsu evade death. From that moment on he was driven by revenge and the search for the powerful Soul Edge sword.

However, Yoshimitsu then began to question his malicious motives. At that time a strange, evil spirit seemed to take hold of his katana sword. In a moment of carelessness his Katana was stolen and the ninja henceforth devoted his time to the weak and underprivileged.

Then Yoshimitsu found his sword along with a strange metal fragment, which contained the same sinister aura as his erstwhile katana. He is now absolutely determined to find further fragments in order to destroy the evil contained within.

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

Tactics and Tips

Many of Yoshimitsu's attacks and positions look unusual. Nevertheless, he offers numerous strong attacking possibilities, even though the range of these is short. For this reason, Yoshimitsu is a close-range fighter.

In order to approach your opponent, you should use ⇨⇨B+K (long recovery period) or preferably ⇦⇦B+K, while dodging high attacks at the same time.

Enter ⇦⇦A or ⇨A against your opponent's 8 Way Run. Follow this with, for example, ⇨⇨B.B+K or with ↘K while crouching. Apart from these, B.B or ⇩A are also suitable for hitting your opponent.

During close combat you should make use of A.A or ↙A.A.A or ⇨B⇩ which are all quick to launch. Caution: If you press A too often with ↙A.A.A, you will end up with ↙A.A.A.A.A and your character will fall to the ground. The low attack, ⇨B⇩, should be used alternately with the mid attack ⇨B.

If your opponent's attack is obvious, execute ↘A.B as a Counterattack to guarantee two consecutive hits. In addition, the second hit will send the opponent flying through the air.

The Sword Pogo position (with A+B) can also be obtained through the attack ⇩A+B.A. From there, various strikes are possible, many of them hard to block, e.g. ⇨A+B. "Hopping" using ⇩ or ⇧ or ⇦ or ⇨ or B is suitable for surprising your opponent.

Guard Impact

After thrusting off (with ⇨+G), your opponent will be hurled into the air and you can follow this with ⇨K. Better still, use Throws like ⇩↙⇦A+B or B+G as they inflict more damage.

After skidding away (with ⇦+G), rely on ↘B, but note that subsequent strikes ⇨K will not always hit the target. As before, use Throws or ⇨K⇩K. If your opponent uses Guard Impact, enter ↙K or ⇨B⇩. A Mid Air Combo can be used after both attacks.

The Main Special Moves

Stone Fist	↙A.A.A.A.A
Attack level:	M, M, M, M, M
Damage:	18, 15 x 4
Horizontal attack	
Yoshimitsu will turn and strike his opponent with his outstretched arm five times in a row, at the most. Afterwards, the character will fall to the ground. As a result, you should stop this type of attack early to ensure a short recovery period. The attack is characterised by a fast launch and is, therefore, suitable for close combat.	

Hording Wealth	↙A.B
Attack level:	M, M
Damage:	23, 23
Horizontal attack	
A delay of the second attack is possible. If the first attack hits as a Counterattack, the second is guaranteed. If the second attack hits the opponent, he will be sent flying through the air.	

Firmiana Solar Kick	⇨⇨B.B+K
Attack level:	M, M
Damage:	25, 28
Vertical attack	
If the first attack hits the target, your opponent will be sent flying through the air and the second attack will be a hit too. If B+K is entered before first attack strikes, the first attack will not be executed.	

Iron-Fist Possession	K+G or ⇦K+G
Attack level:	-
Damage:	-
Special	
The use of this attack will trigger one of 13 actions at random. The selection will depend on the Soul Charge Level. The strongest attack is Blazing Kick, which is best followed by ⇩↘⇨B.	

	Special Move	Attack level	Damage
No Soul Charge	Greetings	M, UB	0
	Flop	Special	-
Frequent in SC1	Slap	H	17
	Drunken Master Walk	Spezial	-
	NG Somersault	Special	25, 30
Frequent in SC2	Force	M, UB	0
	Blazing Kick	M	22
	Stone Breaker	M	20
Frequent in SC3	Deadly Boomerang	H	45
	Heaven Divide	M, UB	38
	Burning Knuckle	M, UB	45
Rare	Lightning Uppercut	M, UB	33
	Shadow Step	Special	-

Rainbow Drop	⇩⬋⇦A+B
Attack level:	Throw
Damage:	70
Throw	
The Rainbow Drop causes comparatively severe damage. This attack is particularly effective after ⬋A.	

Kangaroo Kick	⬋K
Attack level:	M
Damage:	35
Kick	
Kangaroo Kick takes a long time to launch, but it will avoid high attacks. The opponent is sent flying high up into the air. This is a good surprise attack which is also particularly useful after a Guard Impact.	

Sword Pogo	A+B
Attack level:	-
Damage:	-
Special	
Yoshimitsu sits on his sword with its tip touching the ground (possible to cancel with G). Changing to this position is most effective with ⇩A+B.A. The following attacks are recommended from this position: • B • ⇦ or ⇨ or ⇧ or ⇩ • ⇨A+B, note that your recovery period is longer than that of your opponent.	

Meditation	B+K
Attack level:	-
Damage:	-
Special	
Yoshimitsu sits on the floor and meditates. This steadily increases his energy level. It is possible to cancel with G. This attack is best used from a great distance in order to restore the energy level, which will make your opponent nervous. In this position, the attack A+B.K is very effective, since the hit from first attack will guarantee a second hit and your opponent is sent flying through the air – ideal for a Mid Air Combo. If your opponent is close to you, do not abort with G, but teletransport him with ⇦ or ⇨.	

Yoshimitsu's Combos

Combo	1st Attack	2nd Attack	3rd Attack	4th Attack	Damage approx.	Notes
1	⇨B⇩	⬊B	A	⇨K	90	1st attack must be entered quickly
2	⬋K	⇨KK	-	-	100	Prior to 2nd attack: ⇦⇦, so that ⇨K hits as high as possible
3	While getting up K	A	⇨K	-	65	-
4	⬊B	⇨K	-	-	58	-
5	⬋B+K	⬊B	⇨K	-	76	1st strike must hit as a Counterattack
6	⬋B+K	⇨⇨A+B	⬋B	-	81	1st strike must hit as a Counterattack
7	⬊A.B	⇦A.A.A.A.A	-	-	93	1st strike must hit as a Counterattack

Yoshimitsu's Weapons in Weapon Master Mode

Weapon	Range	Attack	Defence	Features	Location
Yoshimitsu	100	100	100	-	Standard weapon
Shiranui	100	120	65	SC2UB	Shop, Chapter 1
Kastane	100	130	100	VH+, Counter-	Shop, Chapter 2
Zantetsuken	100	130	100	Guard+ 30%, HV-	Shop, Chapter 3
Dha	100	70	100	Counter+	Shop, Chapter 4
Kagekiyo	150	100	70	-3HP, SC2UB	Shop, Chapter 6
Pakayun	100	100	70	SC Spd+	Shop, Chapter 6
Monohoshizao	150	100	100	Atk -3HP	Shop, Chapter 10
Soul Edge (Complete)	100	140	100	Absorb 40%, UB-, CPU+	Shop, Extra Chapter 1
Hihiirokane	90	120	100	SC A+, SC Def+, CPU+	Shop, Extra Chapter 2
Shepherd's Crook	100	80	80	CPU-	Shop, Subchapter 2

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

HONG YUNSUNG

Age: 18 **Birthplace:** Chili-San, Li Dynasty, North Korea **Height:** 176 cm **Weight:** 72 kg **Date of Birth:** 16th April
Blood Type: 0 **Weapon:** a sword named White Storm **Fighting Style:** the art of Seung using large swords and his own foot technique
Available: can be played from the outset

Yunsung is a young man who idolizes the Korean war hero Hwang. To emulate his idol Yunsung trained in various martial arts in the Seung school where Hwang once trained.

Several years ago Hwang and Seung Mina had searched in vain for Soul Edge. To gain recognition from his idol, Yunsung set out to find the weapon. During his journey the young man was forced to discover that the Soul Edge sword possesses horrendous powers. He is indifferent to this, as he is singularly determined to impress Hwang.

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

Tactics and Tips

Yunsung favours mid-range attacks and has many, which begin in taking a step forward, making his reach longer than would be expected. In addition, his attacks are generally strong, many of them resulting in his opponent falling to the ground. The fact that some of his attacks take a long time to launch can be seen as a disadvantage.

At mid-distance from your opponent, opt for the far-reaching attacks ↘**B** or ↗**B** and B.B or ⇩B.B to stop your challenger. If ↘**B** or ↗**B** hit the target (automatic change to the Crane position), they should be followed quickly by a Combo. If the attack is fended off, use the Crane position to ward off with G, as this makes the recovery period somewhat shorter.

If your opponent attempts to approach you, use ⇦⇦B (possible to cancel with G). If your opponent is afraid of vertical attacks and frequently uses an 8 Way Run, make use of ↗A.B or ↘A.B. It is best always to charge the second attack in order to execute it with a delay. If the first attack is a hit, move on to the second attack quickly. If the attack is a miss, you should charge a little longer and thus obtain the advantage of Guard Break. A.A or ⇩A are also suitable to hold up your opponent.

At close range, the mid attack ↗B or ↘B and the low attack ↖K or ↙K are ideal for causing confusion. Both of these attacks will knock your opponent to the ground.

⇦A+B features an automatic Guard Impact against vertical attacks. However, it is virtually impossible to react to a vertical attack and enter ⇦A+B quickly enough. For this reason, you should study your opponents, so that you can sense when such an attack is coming. If you do predict your opponent's next move, stop his attack using ⇦A+B. Once your opponent begins to react to this, simply abort the attack with G.

Guard Impact

Since Yunsung only has a few attacks which can be executed quickly at close range, the Guard Impact plays an important role. After thrusting off (with ⇨+G), use ↗A.B or ↘A.B . Here too, as in other cases, the second attack is charged in case the first attack is blocked. After skidding away (with ⇦+G), Yunsung has an advantage; enter ↗**B** or ↘**B** to hit the target. To finish, execute A or A+B in the Crane position.

You can enter ⇦**B** (Guard Break) to react to your opponent's Guard Impact. For this reason, Guard Impact does not pose a threat. If your attack is a hit, complete it by using ↖K or ↙K .

The Main Special Moves

Blade Song	**A.A.B**
Attack level:	H, H, M
Damage:	13, 13, 21
Horizontal attack	
If the first attack is a hit, the following hits are guaranteed. Press ⇦ before the second attack is completed in order to switch to the Land Walk position. The third attack can be delayed. As a general rule, only the first two attacks should be used, unless the first attack hits as a Counterattack.	

Burning Sky	**B.B**
Attack level:	M, M
Damage:	18, 21
Vertical attack	
If the first attack is a hit, the second is guaranteed. The attack includes a short recovery period, even when your opponent is warded off. As an alternative, only execute the first attack.	

Talon Destroyer	**A.A.K.K**
Attack level:	H, H, H, M
Damage:	13, 13, 16, 24
Horizontal attack	
If the first attack is a hit, the following one is guaranteed. If the first strike hits the target as a Counterattack, the third attack will also be a hit. The third and fourth strikes can be delayed. If the third attack hits the target as a Counterattack, the following hit is guaranteed.	

Shattered Wall	**⇨⇨B.B**
Attack level:	M, M
Damage:	22, 35
Vertical attack	
If the first attack is a hit, the second is guaranteed. In the case of a delay of the second attack, your opponent will fall down. You can switch to the Crane position with ⇨⇨B⇨ or ⇨⇨**B**.	

Lashing Tiger	**⇨A.A**
Attack level:	H, L
Damage:	25, 24
Horizontal attack	
In the case of a delay, the second attack causes your opponent to fall. It is possible to cancel with G. Both techniques dodge high attacks, which gives particularly good results at mid- and close-range.	

Viper's Illusion	**↘A.B or ↗A.B**
Attack level:	H, M
Damage:	25, 35
Horizontal attack	
It is possible to charge the second attack. If the first strike is a hit, the subsequent hit is guaranteed, unless you continue to hold the second attack for too long. This strike is very effective against an 8 Way Run.	

Willow Dance	↑A.B or ↓A.B
Attack level:	H, H, M
Damage:	15, 18, 28
Horizontal attack	
If the first attack is a hit, the following hits are guaranteed. If the first strike hits the target as a Counterattack, all following attacks will also hit. ↑A⇨ or ↓A⇨ will shift to the Crane position. The thrust can, in addition, be cancelled with G.	

Leg Sweep	↖K or ↙K
Attack level:	L
Damage:	32
Kick	
Leg Sweep is a kick from low down, which avoids high attacks. If you strike at close range, your opponent will fall to the ground.	

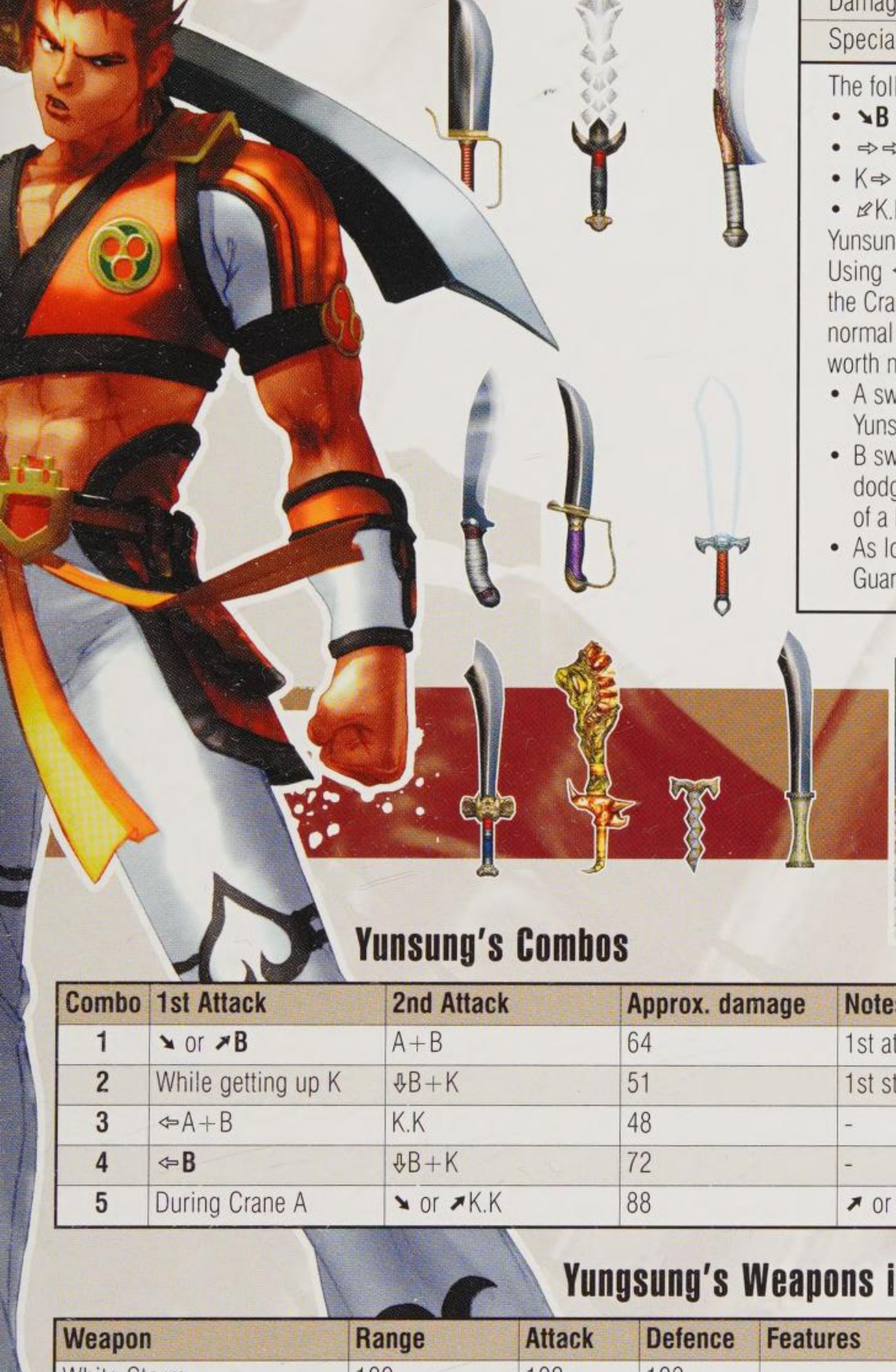
Crane	
Attack level:	-
Damage:	-
Special	

The following attacks result in the Crane position:

- ↘**B** or ↗**B**
- ⇨⇨B⇨
- K⇨
- ↙K.K⇨K

Yunsung will hold his sword above his head and stand on one leg. Using ⇦⇦, you'll flip backwards. Using ⇨⇨ you will switch to the Crane Swoop position. You can always use G to return to the normal position. The following attacks from the Crane position are worth mentioning:

- A swings his sword horizontally. if you use **A**, Yunsung will remain in the Crane position.
- B swings his sword from a low position (high attacks are dodged) and tosses his opponent into the air in the case of a hit.
- As long as the sword appears purple, you have an automatic Guard Impact against high and mid strikes.



Yunsung's Combos

Combo	1st Attack	2nd Attack	Approx. damage	Notes
1	↘ or ↗**B**	A+B	64	1st attack: **B** to switch position
2	While getting up K	⇩B+K	51	1st strike must hit as a Counterattack
3	⇦A+B	K.K	48	-
4	⇦**B**	⇩B+K	72	-
5	During Crane A	↘ or ↗K.K	88	↗ or ↘ must be entered as ⇘⇘ or ⇗⇗

Yungsung's Weapons in Weapon Master Mode

Weapon	Range	Attack	Defence	Features	Location
White Storm	100	100	100	-	Standard weapon
Machete	100	100	60	Guard+ 20%	Shop, Chapter 1
Khanjar	90	100	120	VH+	Shop, Chapter 2
Xiao Lian	120	100	100	25% Schaden	Shop, Chapter 2
Giant Butcher Knife	90	130	100	-	Shop, Chapter 4
Cheng Ying	100	80	80	HV-, SC+	Shop, Chapter 6
Ramdao	120	100	100	Absorb 20%, Guard- 20%, Counter-	Shop, Chapter 8
Blue Thunder	100	70	100	Counter+	Shop, Chapter 8
Soul Edge (Complete)	100	1350	100	Absorb 20%, Guard- 50%, CPU+	Shop, Extra Chapter 1
Han Guang	210	100	90	Guard+ 10%, Atk -3HP, CPU+, SC Spd+, SC HP-	Shop, Extra Chapter 2
Child's Sword	100	80	80	CPU-	Shop, Subchapter 3

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS
ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG
ASSASSIN
BERSERKER
LIZARDMAN

ASSASSIN

Age: unknown
Birthplace: unknown
Height: unknown
Weight: unknown
Date of Birth: unknown
Blood Type: unknown
Weapon: a sabre called Assassin Blade
Fighting Style: unknown
Available: must be activated in Weapon Master mode, see page 163

It is said that Assassins are private mercenaries and hired killers of a powerful lord or spy from the East. In actual fact, nothing is known about them. Their origin is secret but it is presumed that they are also looking for fragments of the Soul Edge sword. It is however known that all Assassins' victims claim to have a fragment of Soul Edge in their possession. Since the Assassins emerged only after the demonic sword had been destroyed, it seems reasonable to suppose that there is a direct link. Nevertheless, the question remains: who is really employing the Assassins?

BASICS
FIGHTING SCHOO
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

Tactics and Tips

Assassin's special moves are similar to Xianghua's, but his attacks have a longer reach and inflict more damage. Nevertheless, he doesn't have many horizontal attacks and is, therefore, vulnerable to an 8 Way Run. Overall, Assassin is a good mid-range fighter.

For long distances use an 8 Way Run and attacks with a far reach in order to move closer to your opponent, for example, ↓B or ↑B. You should also occasionally include the low attack ↙B or ↖B to bewilder your opponent. These strikes also evade high attacks.

When approaching your opponent at mid-distance, opt for ⇨⇨K.K. Low attacks such as ↖A or ↙A and mid attacks like →B are a good choice too. Enter →A against an 8 Way Run, whereby the button combination ⇨⇨A will result in this special move being carried out more quickly.

←B or ⇦⇦B (cancel with G) is an excellent surprise attack, enabling Assassin to jump back slightly and then to undertake a fast thrust attack. This is also an ideal way of dodging strikes.

For close combat you should concentrate on attacks which are quick to launch, like A.A.B or K. You can also carry out low strikes ⇩K or ⇩kB to confuse your opponent. ⇩kB avoids high attacks, while ⇩K floors your opponent and can send them flying out of the arena. We also recommend ↘A.A.B, because if the first strike hits as a Counterattack, all the subsequent strikes are guaranteed and your opponent will fall to the ground. If, on the other hand, the first attack is blocked, you only have to enter ↘A.A in order to block your opponent or to attack them with K or A.A.

If you have dodged a high attack by crouching down, opt for B while getting up in order to send your opponent flying into the air. Alternatively, press K while getting up and your opponent will be hurled to the floor.

Guard Impact

It is immaterial which Guard Impact you apply. Follow it with ↘B to hurl your opponent into the air or with B.B to inflict damage for sure. As your opponent skids away (with ⇦+G), they will need a considerably longer recovery period so you can also activate A+B. If your opponent opts for Guard Impact, simply go for attacks which take longer to launch, for example, ⇦B (charge!), ↙A or ↖A.

The Main Special Moves

↖A or ↙A	
Attack level:	L
Damage:	39
Horizontal attack	
High attacks are avoided while launching this strike. When hit, your opponent falls down, allowing you to inflict additional damage with, for example, ↙B. A long recovery period is required. Also, occasionally use the mid attack ←A to confuse your opponent.	

B+G	
Attack level:	-
Damage:	60
Throw	
A throw which enables Assassin to achieve a Ring Out provided that he is standing at the edge of the arena. Nevertheless, your opponent soon adjusts to this attack and will escape with B. Therefore, use A+G as an alternative.	

A.A.B	
Attack level:	H, H, M
Damage:	14, 18, 21
Horizontal attack	
This special move is good for close combat as it is quick to launch. If the first strike hits as a Counterattack, the subsequent ones are guaranteed. If, however, the first attack is blocked, enter A.A only.	

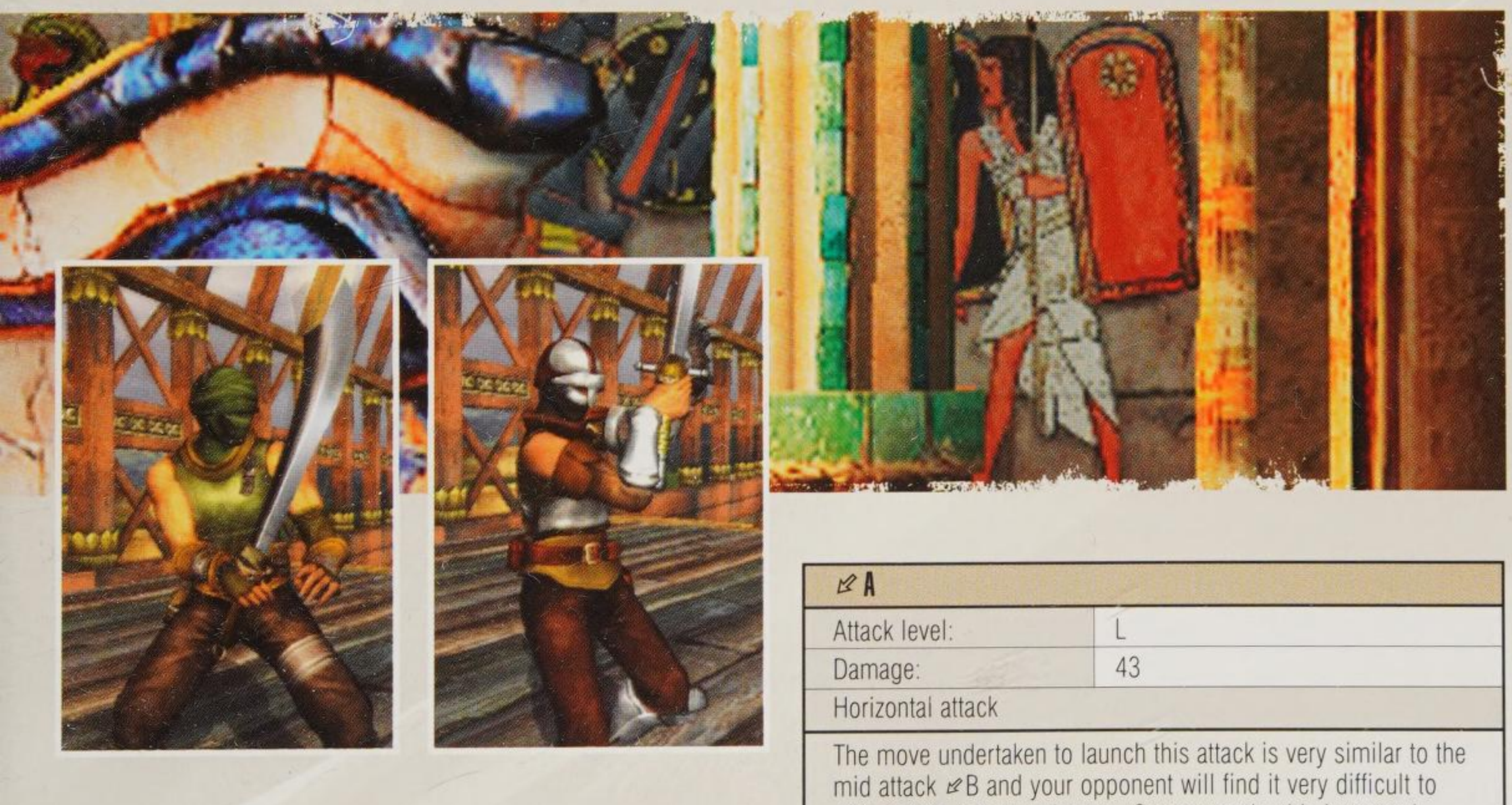
⇩kB	
Attack level:	L
Damage:	12
Kick	
Assassin will crouch down following the kick, making it easy to undertake attacks from a crouched position or while getting up. Effective strikes include a low attack with K while crouching and a mid attack as you get up with B or K.	

⇨B.A	
Attack level:	H, M
Damage:	30, 20
Vertical attack	
The first attack can be launched quickly. Use this attack alternately with ⇨B.B (the second one will hit low), thereby confusing your opponent.	

B.B	
Attack level:	M,M
Damage:	18, 21
Vertical attack	
If the first attack hits, the next one is guaranteed. This special move is useful while fighting at close range if your opponent is crouching. A short recovery period is required.	

⇨K.K	
Attack level:	H, M
Damage:	16, 27
Kick	
Delay of second attack is possible. If the second strike hits as a Counterattack, this will cause your opponent to stagger.	

⇘A.A.B	
Attack level:	L, H, M
Damage:	22, 15, 46
Horizontal attack	
The first low attack will cover a very long distance. If the first attack strikes as a Counterattack, the subsequent ones are guaranteed.	



⇙A	
Attack level:	L
Damage:	43
Horizontal attack	
The move undertaken to launch this attack is very similar to the mid attack ⇙B and your opponent will find it very difficult to differentiate between the two. Consequently, this is a good surprise and is difficult to block.	

Assassin's Combos

Combo	1st Attack	2nd Attack	3rd Attack	Approx. Damage	Notes
1	⇘B	↗ or ↘K	-	61	↗ or ↘ must be entered as ⇗⇗ or ⇘⇘
2	A+B	A+B	-	108	Carry out if your opponent is standing against a wall
3	⇘B	A.A.B	-	73	1st attack: can also be B while getting up
4	While getting up B	B.B	-	54	-
5	⇘B	⇨B	⇨B	80	1st attack: can also be B while getting up

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS
ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG
ASSASSIN
BERSERKER
LIZARDMAN

BERSERKER

Age: created seven years ago
Birthplace: unknown
Height: unknown
Weight: unknown
Date of Birth: unknown
Blood Type: unknown
Weapon: a large axe
Fighting Style: unknown
Available: must be activated in Weapon Master mode, see page 163

Berserkers were created seven years ago by a fiendish light, linked to the Soul Edge sword. People exposed to the light wandered around and sought only conflict. This confused state continued even after the sword had been destroyed. Over the years more and more Berserkers have died, but those who remain are among the strongest of their kind.

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

Tactics and Tips

Berserker's attacks cover a long distance thanks to his axe. He is a fighter who prefers mid-range strikes and also has some good short-range moves.

Opt for an 8 Way Run if you are a long way from your opponent, so that you can see how they will react. You can pursue their attacks with ⇗B or ⇑B or ⇖A or ⇙A, all of which have a far reach. ⇘K or ⇗K also cover long distances and these fast attacks will also have the advantage of dodging high attacks at the same time.

We recommend ⇦A or ⇗ or ⇑B for mid-range fighting in order to put your opponent under pressure. Follow this with ⇨⇨B (the quick version of ⇨B) or run up to your opponent and carry out a throw. Go for a throw like ⇩⇙⇦B+G as far as possible. A (Ring Out is feasible – with an additional ⇩ or ⇧A you can hit your opponent sideways). Vary this throw with A+G or B+G.

If your opponent dodges the throws A+G or B+G by crouching down, still enter an additional ⇩A or ⇩B for a throw. In other words, enter A+G.⇩A or B+G.⇩B

For close combat, opt for low attacks, notably ⇩A+K or ⇙B, whereby the latter will push your opponent backwards, enabling a Ring Out. ⇦B is a fast mid attack and is ideal to stop your opponent launching an attack.

If your opponent is on the ground, continue with ⇦B or ⇩A+K or apply the throws BA+G or ⇩B+G. ⇩⇙⇦A⇩⇙⇦B+G is also a good surprise attack, as Berserker will abort the first attack and resort to a throw.

Guard Impact

As Berserker is somewhat sluggish his opponents can easily put him under pressure. Therefore, Guard Impact is an essential defence technique. However, as very few of his strikes can be launched quickly, it is best to follow Guard Impact with throws like ⇩⇙⇦B+G or low attacks such as ⇙B. Opt for ⇗B or ⇑B, which will take longer to launch, in order to avoid your opponent's Guard Impact.

The Main Special Moves

⇦A	
Attack level:	H
Damage:	25
Horizontal attack	
If the attack hits as a Counterattack, your opponent will be hurled into the air. This special move requires a short recovery period and covers a long distance, so it is ideal for mid-range fighting and against an 8 Way Run.	

⇨K	
Attack level:	M
Damage:	31
Vertical attack	
High attacks are avoided with this special move and a longer distance is covered. Charging is possible, making this an ideal surprise attack.	

⇙K	
Attack level:	L
Damage:	27
Kick	
A really fast low attack, which – when blocked – requires a longer recovery period. If the strike hits as a Counterattack, the opponent falls to the ground. Vary this attack with the mid attack ⇦B in order to baffle your opponent.	

⇦A+B.K	
Attack level:	M,M
Damage:	9,19,31
Vertical attack	
Generally use only ⇦A+B, as a hit causes your opponent to fall to the ground and you can follow it through with the throw ⇩A+G or ⇩B+G. Also carry out ⇦A+B.K frequently to confuse your opponent and send them into a defensive position. K can be charged here.	

⇩B or ⇧B	
Attack level:	M
Damage:	54
Vertical attack	
This attack has a long reach and also hits opponents lying on the ground. It is best used during an 8 Way run or after the throw ⇩⇙⇦B+G.	

⇩⇙⇦B+G	
Attack level:	-
Damage:	44
Throw	
Enter ⇩A or ⇧A after the throw to hit your opponents in the air and hurl them away. This attack is ideal to cause a Ring Out.	

B+G	
Attack level:	M
Damage:	27
Vertical attack	
Berserker's fastest mid attack, which also hits opponents lying on the ground.	

Opponent is on the ground: ⇩A+G or ⇩B+G	
Attack level:	-
Damage:	56
Throw	
This throw is particularly good for opponents lying on the ground who do not resort to a Ukemi. It is also highly effective after a hit with ⇨K or ⇨B+K as a Counterattack or ⇦A+B. Vary this special move with ⇩A+K or ⇦B to bewilder your opponent if they attempt to escape the throw.	

Berserker's Combos

Combo	1st Attack	2nd Attack	Approx. damage	Notes
1	⇩⇙⇦B+G	↓ or ↑B	90	2nd attack: ↓ or ↑ must be entered as ⇩⇩ or ⇧⇧
2	⇨A.B	⇩A+G or ⇩B+G	110	1st attack: must hit as a Counterattack
3	⇦A+B	⇩A+G or ⇩B+G	84	1st attack: can also be ⇨B+K (as a Counterattack or maximum charge)
4	⇘B	⇨A.B	69	-
5	⇨B.B	↓ or ↑B	73	1st attack: the second attack must hit as a Counterattack

LIZARDMAN

Age: unknown
Birthplace: unknown
Height: unknown
Weight: unknown
Date of Birth: unknown
Blood Type: degenerated blood
Weapon: a short sword and a shield
Fighting Style: Gyulkus
Available: must be activated in Weapon Master mode, see page 163

A black magic high priest once created Lizardmen from humans. The saurians were intended as acolytes for Astaroth in order to carry out Nightmare's sinister deeds and to sustain his rule of terror. After Nightmare was defeated a small group of Lizardmen joined forces to look for fragments of Soul Edge.

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

Tactics Tips

Lizardman is a fighter who loves close combat and mid-range fights. Nevertheless, he also has some attacks which help to cover the distance during the launch stage even when he is a long way away from his opponent.

If your opponents are too far away, opt for an 8 Way Run in order to get closer to them. If the fight takes place at mid-range, use ⇩⇘⇨ to move closer to your opponent while bending down and yet dodging high attacks. When in this position, we recommend ⇩⇘⇨*⇨A followed by ⇨⇨A. ⇨⇨A will cover the distance here and also has a short recovery period. Therefore, it is ideal for getting close to your opponent.

As a surprise attack over mid-distances, use the low attack ↙B or ↖B or the high attack ⇩B (if the player is on the right: ⇧B). ⇩B dodges some vertical attacks and, when hit, your opponent falls to the ground. Even the low attacks ⇙K and ⇙A are effective, as both avoid high attacks when being launched.

Opt for fast attacks like A.A or B.B or ⇦B during close combat. ⇙K and ⇙A are also a good choice to confuse your opponent. If you have evaded a high attack by crouching down, enter B+K while getting up in order to hurl your opponent into the air.

Alternatively, you may wish to go for ⇩⇘⇨B to hit opponents and thrust them off. If they adapt to the situation, they might block as soon as they see the move ⇩⇘⇨. In this case follow it with a throw, and enter: ⇩⇘⇨*⇨A+G or B+G.

Guard Impact

Even though Lizardman is a good close combat fighter, you shouldn't forget his Guard Impact and enter ⇘B with both thrust off (⇨+G) and skid away (⇦+G) in order to hurl your opponent into the air. Throws, too, are a good choice. When skidding away, ↘B or ↗B or ⇩⇘⇨A.A are good alternatives. If your opponent opts for Guard Impact, you can resort to slower attacks such as U or ⇧B to lead your opponent astray.

The Main Special Moves

A.A	
Attack level:	H, H
Damage:	13, 16
Horizontal attack	
This one is quick to launch and has a short recovery period. Therefore, it is ideal for stopping your opponent. It is also effective against an 8 Way Run.	

B.B	
Attack level:	M, M
Damage:	16, 25
Vertikaler Angriff	
If the first attack is a hit, the subsequent one is guaranteed. This special move is ideal after ⇨⇨A and should be varied with the low attack ⬋K.	

→A	
Attack level:	M
Damage:	36
Horizontal attack	
This is a mid-range attack covering a long distance with a short recovery period and is very effective against an 8 way run. Enter ⇨⇨A to perform it quickly. This is one of Lizardman's main attacks.	

⬋K	
Attack level:	L
Damage:	30
Kick	
This move is quick to launch and therefore it is dangerous for any opponent during close combat. It is also effective against an 8 Way Run. When hit, your opponent falls to the ground. Ukemi is not possible here.	

←B	
Attack level:	M
Damage:	32
Vertical attack	
Enter ⇦⇦B to take an evasive step backward when attacking. When hit, your opponent flies into the air. A long recovery period is required.	

→B	
Attack level:	M
Damage:	36
Vertical attack	
If your opponent is hit, he will be hurled into the air. It has a short recovery period. Follow this with ⇦B+K.G to cause a Ring Out.	

B+K.B	
Attack level:	M, M
Damage:	30, 50
Horizontal attack	
A good surprise attack, as vertical and low attacks can be avoided when launching it. If the first attack hits as a Counterattack, the subsequent one is guaranteed. A very good attack for Ring Outs.	

←AB	
Attack level:	H, M
Damage:	25, 45
Horizontal attack	
You can charge this attack, at maximum: hefty lurch with guaranteed subsequent hits. When used alternately with ←A.A.A this special move's strength becomes apparent, because the first hit is identical, but the second one is a low attack and, as a hit, it ensures that the next one is guaranteed. You can also carry it out by entering ⇦A.B, but this will only cause a normal lurch.	

→B+K.A.B	
Attack level:	M, H, M
Damage:	27, 18, 21 (7)
Vertical attack	
The second and third attack can be delayed. If the first strike hits as a Counterattack, subsequent attacks are guaranteed. If the second strike hits as a Counterattack, a cave in results. The delay is beneficial in tempting your opponent to attack, thereby enabling a Counterattack.	

Lizardman's Combos

Combo	1st Attack	2nd Attack	3rd Attack	Approx. damage	Notes
1	⬊B	⇩⬊⇨B	-	67	1st attack: can also be with B+K while getting up
2	⇨⇨B	⇦B+K.G	-	74	1st attack: can also be ⇦⇦B
3	⇨⇨B	B+K	⬉K	82	-
4	UA	⬋K	-	31	1st attack: if the player is on the right, then ⬆A
5	⇨⇨B	⬈A	⬊B	78	-

WEAPON MASTER

WEAPON MASTER PROJECT

144

GENERAL

Weapon Master is played in single-player mode where you will engage in different chapters one after the other. Sometimes you will face only one opponent, sometimes a team of opponents, and on other occasions you will have to fight your way through a labyrinth. Please refer to the chapter Basics on page 10 for more details.

Mastering a chapter will not only activate new chapters and sometimes characters and play modes, it will occasionally make certain weapons available to you. Participating here can also earn you gold and experience points. What you will earn here will be somewhat reduced if you lose or if you choose to play through again. The gold you earn here will enable you to purchase additional weapons and extras in shops. Weapons earned in Weapon Master mode can be used in all Extra modes. You will also get a Ranking for the experience points you collect. Particular Rankings are needed in order to activate hidden passages and chapters. See chapter Secrets on page 162 for more details.

Once you have mastered chapter 10-3 and have successfully finished the Weapon Master mode, activate the Extra Missions mode and you can tackle 58 chapters all over again. This time there will be even greater challenges in store for you; refer to chapter information under Extra Mission. If nothing has changed since your first attempt, then the same information will apply.

This book uses the following abbreviations to describe the special features of a chapter or an arena. These are highlighted in blue within the text.

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS
GENERAL
OVERVIEW OF CHAPTERS
ALL EXTRAS AND THE SHOPS
DIFFERENT RANKINGS

Abbreviation	Meaning
1:1 energy level	You can start the next fight with the remaining energy level from the previous round. No recovery takes place
50% energy level	Your player only has 50% energy level
Bomb	A bomb is passed back and forth through attacks. A hit means that the bomb is passed to the opponent even if the attack has been blocked. You will win if your opponent has the bomb when the time limit is up, irrespective of how much energy you still have left in your energy barometer. Continue on the offensive at all times, and pay particular attention to the last few seconds of the time limit
Double gold	Double or quits: the prize money is doubled after each round. However, you will not have to fight more than one round in order to end the chapter. You can stop after each round
Drawn together	Both fighters will be continually drawn together. Choose a good close combat fighter
Earthquake	The ground will tremble making the actors dazed for a short while. You can avoid the effects of normal earthquakes by blocking in a crouched position. If your opponent is dazed, then attack him immediately
Energy level + x	The player's energy barometer will be topped up following each victory. The higher the x value, the higher the regeneration
Extensive damage after Guard Break	The strike following a successful Guard Break will cause a greater amount of damage than normal
Extensive flight damage	If you hit the opponent while he is in the air, then you will have inflicted a particularly high amount of damage upon him
Fast opponent	Your opponent will move extremely fast. Go on the offensive!
Faster move	You will move more quickly. It is not easy to judge distances, so go on the offensive and stick close to your opponent
Fire	The arena will be studded with fires. Whoever gets too close, will suffer damage
Ground damage	If a fighter is hurled to the ground, he will suffer additional damage
Ground KO	The ground is covered with mines. Whoever falls to the ground will suffer immense damage and will immediately lose the round
Ice	The ground beneath you will be very slippery making precise moves virtually impossible
Only lower part of body visible	Only the lower part of the opponent's body will be visible so that high strikes will not hit him. Use mid or low strikes
Only weapon visible	Only the opponent's weapon will be visible. Go on the offensive!
Opponent's name x%	The opponent has a higher energy level compared with your character. If you read, for instance, "Voldo 300%", this will mean that your opponent has a 300% higher energy level, i.e. 3x more than you do
Opponent's recovery	The opponent's energy barometer is gradually topped up. End the fight quickly so that you don't allow your opponent a breather
Opponent's strikes cannot be blocked	Your opponent's attacks cannot be blocked. Use techniques to continuously hurl your opponent into the air or go for attacks, which will throw your opponent to the ground
Opponent's strikes penetrate cover	Your opponent's attacks penetrate your cover. Your block is useless, and you will stagger for a short while. You will be exposed and vulnerable. In this stadium you are only able to deploy Guard Impact, so as not to receive any blows
Opponent's strikes use up energy level	An opponent's strike tops up his energy barometer. Go on the offensive, so that the opponent doesn't get a look-in
Poison	Your energy level will continually fall. Go on the offensive so that the fight is decided quickly
Poison while blocking	Blocking will cause the energy level to drop. Go on the offensive!
Recovery (both)	Both opponents will regenerate their energy level
Ring Out	The fight will end when one of the opponents falls out of the ring. To get a Ring Out, it is best to use strikes or throws, which will hurl your opponent out of the ring
Sand	Warning: quicksand. If you remain here during a fight, your body will be sucked into the ground
Self-recovery	Your energy barometer will gradually be topped up
Slippery edge	The fighter will have difficulty staying on the edge of the arena and will fall out easily. The fight can easily be brought to an end with a Ring Out
Strong opponent	Your opponent is more aggressive than usual, and will be a greater challenge. This will be comparable to fighting at a higher difficulty level
Stronger thrust x%	A strike will thrust off the opponent more forcibly. The higher the value of x the further the fighter is hurled
Stun gun	An opponent's strike will stun you for a short period. Be prepared in defence in order to block enemy attacks
Wall damage	When you or your opponent is hurled against the walls, this will cause additional damage
Wind	A strong wind will blow the actors across the arena
Wind from above	A strong wind will blow down from above. Following such strikes your opponents will remain on the ground. Stick to close combat
Wind from below	A strong wind will blow from below. Your opponent will be easily airbourne following such strikes
S	Start
B	Boss

OVERVIEW OF CHAPTERS

Chapter 1-1 – Proving Grounds

Difficulty:

Exp / gold: 400 / 600 **Stage:** Lakeside Coliseum

Special features / Objective: Training fight, please follow instructions
Opponent(s): EDGAR (Mitsurugi)
Activated following victory: Game mode Extra Practice, Chapter 1-2
Extra Mission:

- Special features: self-recovery, opponent's recovery, wall damage and ground damage
- Difficulty:
- Exp / gold: 800 / 1200
- Training rounds / time limit: 1 round of 50 seconds
- Opponent: character is randomly selected (other than Charade and Inferno)

Chapter 1-2 – Bulwark Ruins

Difficulty:

Exp / gold: 400 / 900 **Stage:** Xiwei Siege Ruins

Special features / Objective: Defeat the opponent's team
Training rounds / time limit: 3 rounds of 50 seconds
Opponent(s): Kilik, Xianghua and Maxi
Activated following victory: Chapter 1-3
Extra Mission:

- Difficulty:
- Exp / gold: 800 / 1800
- Opponents: Ivy, Astaroth and Nightmare

Chapter 1-3 – Warrior's Trial Grounds

Difficulty:

Exp / gold: 400 / 1500 **Stage:** Lakeside Coliseum, no walls

Special features / Objective: Defeat the opponent
Training rounds / time limit: 1 round of 50 seconds
Opponent(s): LEON or MINERVA
Activated following victory: Arena Lakeside Coliseum, Chapter 2-1
Extra Mission:

- Objective: defeat the opponent's team
- Difficulty:
- Exp / gold: 800 / 3000
- Training rounds / time limit: 4 rounds of 50 seconds
- Opponents: Sophitia, Seung Mina, Necrid and the character depending on the particular console used: (Heihachi, Spawn® or Link)

Chapter 2-1 – Thuban Ferry

Difficulty:

Exp / gold: 500 / 400+ **Stage:** Imperial Capital Ayutthaya

Special features / Objective: Survive the battle and gain 20 hits.
Training rounds / time limit: 1 round of 20 seconds
Opponent(s): Voldo 300%
Activated following victory: Chapter 2-2
Extra Mission:

- Special feature: fast opponent
- Difficulty:
- Exp / gold: 1000 / 800+
- Opponent: Taki 300%

Chapter 2-2 – Village of Arche

Difficulty:

Exp / gold: 500 / 800 **Stage:** Village of the Wind

Special features / Objective: Wind and stronger thrust 150%
Training rounds / time limit: 1 round of 50 seconds
Opponent(s): Yunsung
Activated following victory: Chapter 2-3
Extra Mission:

- Special features: faster move and fast opponent
- Difficulty:
- Exp / gold: 1000 / 1600
- Opponent: Mitsurugi

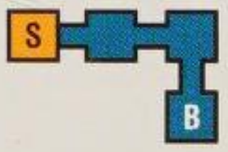
Chapter 2-3 – Minkar Mine

Difficulty:

Exp / gold: 400 / 1600 **Stage:** Labyrinth

Special features / Objective: Fight your way through the labyrinth and defeat the boss
Training rounds / time limit: 1 round of 50 seconds
Opponent(s): Taki, Maxi and CHEROT (Yoshimitsu)
Activated following victory: Yoshimitsu, Chapter 3-1
Extra Mission:

- Difficulty:
- Exp / gold: 800 / 2200
- Opponents: Talim, Yunsung and Raphael



Key	
Normal	**Extra Mission**
Full recovery after entering each room	Full recovery after entering each room

Chapter 3-1 – Carnival

Difficulty:

Exp / gold: 700 / 1000 **Stage:** Phoenix Court

Special features / Objective: Slippery edge. Defeat the opponent with a Ring Out
Training rounds / time limit: 1 round of 99 seconds
Opponent(s): Charade 2000%
Activated following victory: Charade, Chapter 3-2 and 3-3
Extra Mission:
- Special feature: wind from below
- Difficulty:
- Exp / gold: 1300 / 2000
- Training rounds / time limit: 1 round of 50 seconds
- Opponent: Berserker 1000%

Chapter 3-2 – Talitha Gambling Den

Difficulty:

Exp / gold: 700 / 1000 **Stage:** Lakeside Coliseum with walls

Special features / Objective: If you or your opponent is hurled to the ground or against the walls, this results in additional damage
Training rounds / time limit: 1 round of 50 seconds
Opponent(s): LEON or MINERVA 300%
Activated following victory: Chapter 3-4
Extra Mission:
- Special feature: you control Lizardman.
- Difficulty:
- Exp / Gold: 1300 / 2000
- Training rounds / time limit: 1 round of 50 seconds
- Opponent(s): three randomly selected characters (other than Charade and Inferno), each 500%

Chapter 3-3 – Entrance to Diphda Temple

Difficulty:

Exp / gold: 700 / 500 **Stage:** Eurydice Shrine Gallery

Special features / Objective: Throws cause more damage than usual
Training rounds / time limit: 1 round of 50 seconds
Opponent(s): Raphael
Activated following victory: Subchapter 1-1
Extra Mission:
- Special features: opponent will block permanently, extensive damage after Guard Break
- Difficulty:
- Exp / Gold: 1300 / 1000
- Opponent: Charade

Chapter 3-4 – Benetnasch Harbor

Difficulty:

Exp / gold: 800 / 2500 **Stage:** Pirates' Alcove

Special features / Objective: Stun gun and energy level+ 100. Defeat your opponent's team
Training rounds / time limit: 4 rounds of 50 seconds
Opponent(s): Maxi, Ivy, Voldo and ALFRED (Cervantes)
Activated following victory: Cervantes, Chapter 4-1
Extra Mission:
- Difficulty:
- Exp / Gold: 1500 / 5000
- Training rounds / time limit: 4 rounds of 50 seconds
- Opponent: Ivy, Raphael, Cervantes and Voldo

Chapter 4-1 – Al Gieba Ruins

Difficulty:

Exp / gold: 800 / 1200 **Stage:** Money Pit with walls

Special features / Objective: A hit means that the bomb is passed to the opponent. You win if the opponent still has the bomb at the end of the time limit
Training rounds / time limit: 1 round of 20 seconds
Opponent(s): HOBB (Assassin) 1000%
Activated following victory: Arena Money Pit, Chapter 4-2
Extra Mission:
- Difficulty:
- Exp / Gold: 1500 / 2400
- Opponent: character randomly selected (other than Charade and Inferno) 1000%

Chapter 4-2 – Windmill

Difficulty:

Exp / gold: 800 / 1200 **Stage:** Village of the Wind

Special features / Objective: 50% energy level and energy level+ 80. Defeat the opponent's team
Training rounds / time limit: 2 rounds of 50 seconds
Opponent(s): Yoshimitsu and Taki
Activated following victory: Talim's 4th additional weapon Double Crescent Blade, Chapter 4-3 and 4-4
Extra Mission:
- Special feature: energy level+ 40
- Difficulty:
- Exp / Gold: 1500 / 2400
- Opponent: 2 x Assassin

Chapter 4-3 – Merope Monastery

Difficulty:

Exp / gold: 800 / 3000 **Stage:** Ostrheinsburg Chapel

Special features / Objective: Defeat your opponent's team within the restricted time frame
Training rounds / time limit: 5 rounds. Start with 30 seconds plus 15 seconds for each victory
Opponent(s): Yunsung, Ivy, Mitsurugi, Astaroth and Nightmare
Activated following victory: -
Extra Mission:
- Difficulty:
- Exp / Gold: 1500 / 6000
- Training rounds / time limit: 5 rounds. Start with 20 seconds plus 15 seconds for each victory
- Opponent: Mitsurugi, Voldo, Taki, Nightmare and Cervantes - each 200%

Chapter 4-4 – Deserted Village

Difficulty:

Exp / gold: 900 / 1200 **Stage:** Library

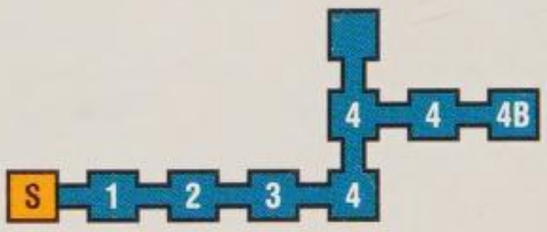
Special features / Objective: Opponent's strikes cause Break. The opponents prefer vertical attacks. Defeat the opponent's team
Training rounds / time limit: 2 rounds of 50 seconds
Opponent(s): Mitsurugi and Raphael
Activated following victory: Raphael's 5th additional weapon Schweizer, Chapter 4-5
Extra Mission:
- Special feature: The opponents prefer horizontal attacks.
- Difficulty:
- Exp / Gold: 1800 / 2400
- Opponent: Necrid and Astaroth

Chapter 4-5 – Charon's Pass

Difficulty:

Exp / gold: 1500 / 3000 **Stage:** Egyptian Crypt

Special features / Objective: Fight your way through the labyrinth and defeat the boss
Training rounds / time limit: 50 seconds per round
Opponent(s): Talim, Xianghua, Cassandra, Taki, Ivy and LEANA (Sophitia)
Activated following victory: Sophitia, Chapter 5-1
Extra Mission:
- Difficulty:
- Exp / Gold: 1500 / 6000
- Opponent: a male character (except Charade or Inferno), Yunsung, Kilik, Mitsurugi, Nightmare, Raphael and GERALD (Maxi)
- Maxi's 5th additional weapon Fuzoroi



Key
Normal
Full recovery after entering each room **1:** Ice **2:** Sand **3:** Fire and opponent's recovery **4:** Opponent's recovery

Key
Extra Mission
Full recovery after entering each room **1:** Ice **2:** Sand **3:** Fire and opponent's recovery **4:** Opponent's recovery

Chapter 5-1 – Nereid Gorge

Difficulty:

Exp / gold: 900 / 2100 **Stage:** Egyptian Crypt

Special features / Objective: Energy level+100. You will be assigned a randomly selected team of three characters whereby you will not have any of the opponent's characters. Defeat the opponent's team of three
Training rounds / time limit: 50 seconds per round
Opponent(s): 3 characters except: Seung Mina, Berserker, Lizardman, Charade, Inferno and the character initially selected
Activated following victory: Game mode Extra Time Attack (Standard), Chapter 5-2
Extra Mission:
- Special feature: you will be assigned a team of three comprising Lizardman, Assassin and Berserker
- Difficulty:
- Exp / Gold: 1800 / 4200
- Opponent: a team of three comprising randomly selected opponents (except Inferno and Charade)

Chapter 5-2 – Paradise of Altair

Difficulty:

Exp / gold: 900 / 1400 | **Stage:** Egyptian Ruins

Special features / Objective: Stronger thrust (opponent only) 150%. You will compete against your own player
Training rounds / time limit: 1 round of 50 seconds
Opponent(s): Your player 200%
Activated following victory: Xianghua's 3rd additional weapon Soul Calibur (Evil), Chapter 6-1
Extra Mission:

- Special features: stronger thrust (only related to you) 300% and fast opponent
- Difficulty:
- Exp / gold: 1800 / 2400
- Training rounds / time limit: 2 rounds of 50 seconds
- Opponent: your player 300% and EDGAR (Mitsurugi) 300%

Chapter 6-1 – Castle of the Dead

Difficulty:

Exp / gold: 1000 / 800 | **Stage:** Xiwei Siege Ruins

Special features / Objective: Defeat your stronger opponent within the time limit
Training rounds / time limit: 1 round of 50 seconds
Opponent(s): Berserker 300%
Activated following victory: Chapter 6-2
Extra Mission:

- Special feature: poison and fast opponent
- Difficulty:
- Exp / gold: 2000 / 1600
- Gegner: Assassin 300%

Chapter 6-2 – City of Nashira

Difficulty:

Exp / gold: 1000 / 300-4800 | **Stage:** Lakeside Coliseum without walls

Special features / Objective: 1:1 energy level and double gold
Training rounds / time limit: A limit of 5 fights, each round of 50 seconds
Opponent(s): Someone other than Seung Mina, Charade, Inferno and the character initially selected
Activated following victory: Chapter 6-3
Extra Mission:

- Special feature: double gold.
- Difficulty:
- Exp / gold: 2000 / 1000 – 16000
- Opponents: randomly selected characters (except Inferno and Charade)

Chapter 6-3 – Seginus Temple

Difficulty:

Exp / gold: 1000 / 800 | **Stage:** Imperial Capital Ayutthaya

Special features / Objective: The opponent's weapon is capable of a Guard Break, meaning that there is no point in blocking attacks
Training rounds / time limit: 1 round of 60 seconds
Opponent(s): ARMA (Seung Mina)
Activated following victory: Seung Mina, Chapter 6-4 and 6-5
Extra Mission:

- Difficulty:
- Exp / gold: 2000 / 1600
- Training rounds / time limit: 1 round of 50 seconds
- Opponent: Seung Mina

Chapter 6-4 – Crytomeria Ridge

Difficulty:

Exp / gold: 1200 / 800 | **Stage:** Sakura-Dai Gate

Special features / Objective: Make use of the active defence technique in order to effectively wound and defeat the considerably stronger opponent quickly
Training rounds / time limit: 1 round of 60 seconds
Opponent(s): Cassandra 1000%
Activated following victory: -
Extra Mission:

- Difficulty:
- Exp / gold: 2300 / 1600
- Training rounds / time limit: 1 round of 50 seconds
- Opponent: Sophitia 500%

Chapter 6-5 – Siam Ruins

Difficulty:

Exp / gold: 1200 / 800 | **Stage:** Ostrheinsburg Chapel

Special features / Objective: Your opponent's weapon absorbs life
Training rounds / time limit: 1 round of 50 seconds
Opponent(s): BASTIAN (Yunsung)
Activated following victory: Game mode Extra Survival (Standard), Chapter 6-6
Extra Mission:

- Special features: opponent's recovery and earthquake
- Difficulty:
- Exp / gold: 2300 / 1600
- Opponent: Taki

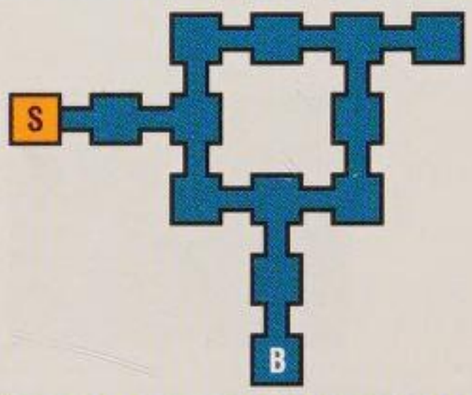
Chapter 6-6 – The Underground Passage of Juno

Difficulty:

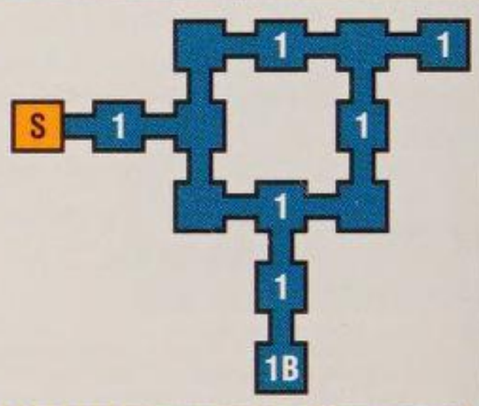
Exp / gold: 2300 / 3800 | **Stage:** Labyrinth

Special features / Objective: Stronger thrust 150%. Fight your way through the labyrinth within the time limit, and defeat the boss' team
Training rounds / time limit: 200 seconds in total
Opponent(s): Ivy, Mitsurugi, Kilik, Berserker and the boss' team HOBB (Assassin) and LANBARDY (Astaroth)
Activated following victory: Arena Labyrinth, Chapter 7-1
Extra Mission:

- Special feature: stronger thrust 300%
- Difficulty:
- Exp / gold: 4600 / 7600
- Seung Mina 6th additional weapon Halberd
- Training rounds / time limit: 250 seconds in total
- Opponent: randomly selected character (other than Charade and Inferno), Talim, Kilik, Yunsung Maxi and the boss' team FAYCHAO (Xianghua) and ARMA (Seung Mina)



Key
Normal
Full recovery after entering each room



Key
Extra Mission
A total time limit for the labyrinth **1:** Stronger thrust

Chapter 7-1 – Underground Prison

Difficulty:

Exp / gold: 1200 / 1800 | **Stage:** Money Pit with walls

Special features / Objective: Stronger thrust 300%, ground damage and wall damage
Training rounds / time limit: 1 round of 50 seconds
Opponent(s): Maxi 1000%
Activated following victory: Chapter 7-2
Extra Mission:

- Special features: stronger thrust (you only) 300% and wall damage
- Difficulty:
- Exp / gold: 2300 / 3600
- Opponent: randomly selected character (other than Charade and Inferno) 500 %

Chapter 7-2 – Rigel, the Spiritual Heartlands

Difficulty:

Exp / gold: 1300 / 1800 | **Stage:** Phoenix Court

Special features / Objective: Neither you nor your opponent will be able to block attacks
Training rounds / time limit: 1 round of 50 seconds
Opponent(s): LEON or MINERVA
Activated following victory: Arena Phoenix Court, Chapter 7-3
Extra Mission:

- Special feature: your characters energy level is 300% more than usual
- Difficulty:
- Exp / gold: 2500 / 3600
- Opponent: randomly selected character (other than Charade and Inferno) 300%

Chapter 7-3 – Forbidden Grounds

Difficulty:

Exp / gold: 1300 / 900 **Stage:** Inferno Stage

Special features / Objective: Inferno does not transform himself as is the case in the Arcade mode
Training rounds / time limit: 1 round of 50 seconds
Opponent(s): Inferno
Activated following victory: Nightmares 7th additional weapon Soul Edge (Growth), Chapter 8-1
Extra Mission:

- Special feature: even if you have a higher energy level, you will lose once the time limit has expired
- Difficulty:
- Exp / gold: 2500 / 1800
- Opponent: Inferno 300%

Chapter 8-1 – Sirius, the City in the Sky

Difficulty:

Exp / gold: 1300 / 5000 **Stage:** Eurydice Shrine Gallery

Special features / Objective: Your opponent will cause some damage despite the fact that you can block him
Training rounds / time limit: 5 rounds. Start with 50 seconds and then add 10 seconds for each victory
Opponent(s): Yunsung, Cassandra, Raphael, Ivy and Xianghua
Activated following victory: Chapter 8-2 and 8-3
Extra Mission:

- Special feature: only opponent's recovery
- Difficulty:
- Exp / gold: 2500 / 10000
- Opponents: 5 randomly selected characters (other than Charade and Inferno)

Chapter 8-2 – Crystal Mine

Difficulty:

Exp / gold: 1400 / 2000 **Stage:** Pirates' Alcove

Special features / Objective: Stronger thrust 300% and poison
Training rounds / time limit: 1 round of 50 seconds
Opponent(s): Berserker
Activated following victory: Subchapter 3
Extra Mission:

- Special features: ground damage and stronger thrust 300%
- Difficulty:
- Exp / gold: 2800 / 4000
- Opponent: Charade

Chapter 8-3 – Dubhe Arena

Difficulty:

Exp / gold: 1400 / 2000 **Stage:** Lakeside Coliseum with walls

Special features / Objective: Hurl your opponent against the walls and use combos to defeat him. It will suffice if you have more energy level than Voldo when the time limit expires
Training rounds / time limit: 1 round of 50 seconds
Opponent(s): Voldo 500%
Activated following victory: Chapter 8-4
Extra Mission:

- Special feature: stronger thrust 300%
- Difficulty:
- Exp / gold: 2800 / 4000
- Opponent: randomly selected character (other than Charade and Inferno) 500%

Chapter 8-4 – Io's Vase

Difficulty:

Exp / gold:	1400 / 2000	**Stage:**	Money Pit with walls

Special features / Objective: Extensive flight damage, no other damage is possible
Training rounds / time limit: 1 round of 50 seconds
Opponent(s): Kilik 300%
Activated following victory: Chapter 8-6
Extra Mission:

- Difficulty:
- Exp / gold: 2800 / 4000
- Opponent: randomly selected character (other than Charade and Inferno) 300%

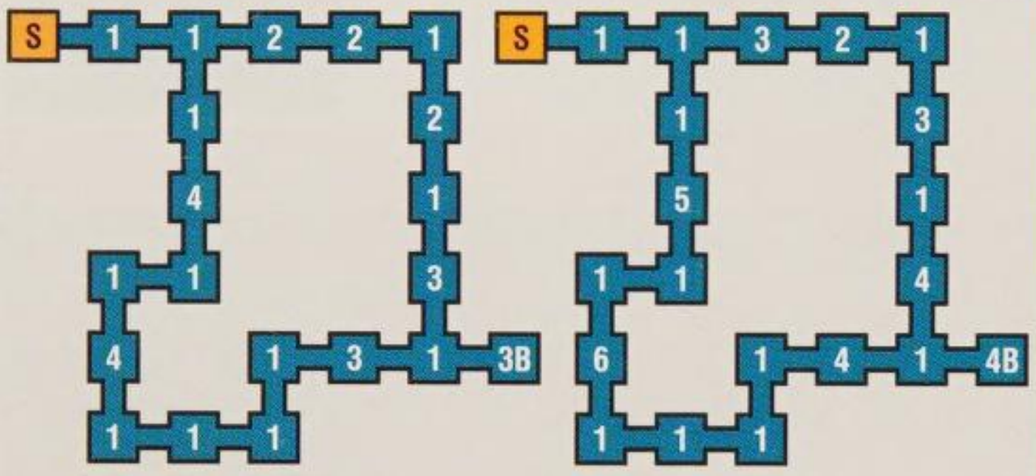
Chapter 8-5 – Phantom Cave

Difficulty:

Exp / gold:	3100 / 6200	**Stage:**	Egyptian Crypt

Special features / Objective: To get to Subchapter 4-2. Fight your way through the labyrinth and defeat the boss
Training rounds / time limit: Each round of 50 seconds
Opponent(s): Different Lizardmen and CALCOS (Lizardman) as the boss
Activated following victory: Arena Egyptian Crypt, way to Chapter 8-4
Extra Mission:

- Difficulty:
- Exp / gold: 6200 / 12400
- Necrid's 10th additional weapon Ethereal Edge
- Opponents: different Lizardmen and CALCOS (Lizardman) as the boss



Key
Normal
Full recovery after entering each room **1:** 50% energy level (opponent only) **2:** Sand **3:** Fire **4:** Ice

Key
Extra Mission
A total time limit for the labyrinth **1:** 50% energy level (opponent only) **2:** Sand **3:** Sand and stronger thrust **4:** Fire and stronger thrust **5:** Ice and stronger thrust **6:** Ice

Chapter 8-6 – Grand Shrine of Merak

Difficulty:

Exp / gold:	1500 / 1000	**Stage:**	Palgaea Shrine

Special features / Objective: Your opponent's energy level is regenerated every second. It is best to end the fight quickly with a Ring Out
Training rounds / time limit: 1 round of 50 seconds
Opponent(s): VERAL (Nightmare)
Activated following victory: Nightmare's 3rd costume, Chapter 9-1
Extra Mission:

- Special features: opponent's recovery, energy level +30 and stronger thrust (opponent only)
- Difficulty:
- Exp / gold: 2800 / 2000
- Training rounds / time limit: 3 rounds of 50 seconds
- Opponents: Ivy, Necrid and TRISTY (Kilik)

Chapter 9-1 – Corridor of the Sky

Difficulty:

Exp / gold:	1500 / 2200	**Stage:**	Eurydice Shrine Gallery

Special features / Objective: Only the opponent's weapon is visible
Training rounds / time limit: 1 round of 50 seconds
Opponent(s): Astaroth
Activated following victory: Chapter 9-2
Extra Mission:

- Special feature: energy level + 50
- Difficulty:
- Exp / gold: 2800 / 4400
- Training rounds / time limit: 2 rounds of 50 seconds
- Opponents: either Lizardman, Assassin or Berserker followed by either Astaroth, Nightmare or Cervantes

Chapter 9-2 – Ancient Amphitheater

Difficulty:

Exp / gold:	1700 / varies	**Stage:**	Lakeside Coliseum without walls

Special features / Objective: Invisible forces push the opponents towards each other. It will suffice for you to have more energy level than your opponent at the end of each time limit. There is no recovery after each round. Each of your blows will increase your gold account
Training rounds / time limit: 4 fights, each round of 15 seconds
Opponent(s): Cassandra, Yunsung, Raphael, Mitsurugi
Activated following victory: Chapter 9-3
Extra Mission:

- Special feature: only ground KO and each of your blows will increase your gold account
- Difficulty:
- Exp / gold: 3000 / varies
- Training rounds / time limit: 3 fights, each round of 15 seconds
- Opponent: a randomly selected character twice (other than Charade and Inferno) followed by the character depending on the particular console used: (Heihachi, Spawn® or Link)

Chapter 9-3 – Reclusive Palace

Difficulty:

Exp / gold: 1700 / 2200 **Stage:** Library

Special features / Objective: Only lower part of body visible
Training rounds / time limit: 1 round of 50 seconds
Opponent(s): EVIL ONE (Charade)
Activated following victory: Chapter 10-1
Extra Mission:

- Special features: stronger thrust (opponent only) 300% and fast opponent
- Difficulty:
- Exp / gold: 3000 / 11000
- Opponent: EVIL ONE (Charade)

Chapter 9-4 – Northern Algol

Difficulty:

Exp / gold: 1700 / 2200 **Stage:** Palgaea Shrine

Special features / Objective: You will only reach this chapter after having played chapter 9-2 (Extra Mission). Defeat the opponent's team within the time limit
Training rounds / time limit: 2 rounds of 50 seconds
Opponent(s): ELSIE (Cassandra) and OLIVIA (Sophitia)
Activated following victory: Game mode Extra Time Attack (Alternative)
Extra Mission:

- Difficulty:
- Exp / gold: 3000 / 4400
- Opponents: ELSIE (Cassandra) 200% and OLIVIA (Sophitia)

Chapter 10-1 – Midnight Coliseum

Difficulty:

Exp / gold: 1800 / 6000 **Stage:** Lakeside Coliseum without walls

Special features / Objective: You will start with only 75% of your energy level. Slight recovery after each round. Defeat the opponent's team
Training rounds / time limit: 5 fights, each round of 50 seconds
Opponent(s): Talim, Xianghua, Seung Mina, Taki and Ivy
Activated following victory: Chapter 10-2
Extra Mission:

- Special feature: fast opponents, no slight recovery after each round
- Difficulty:
- Exp / gold: 3000 / 12000
- Opponents: Raphael, Taki, Mitsurugi, Xianghua and Talim

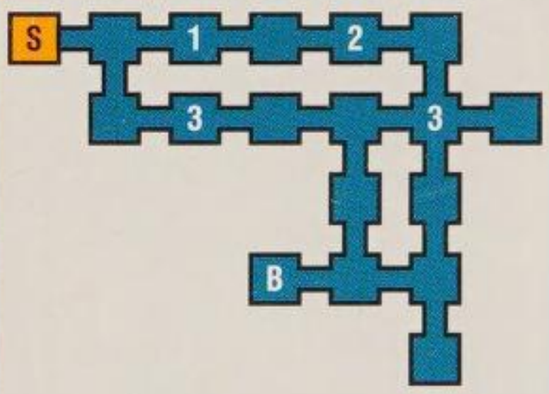
Chapter 10-2 – Court of the Dead

Difficulty:

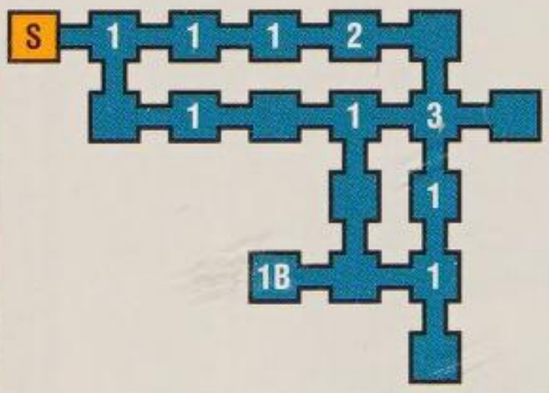
Exp / gold: 4200 / 3700 **Stage:** Labyrinth

Special features / Objective: Fight your way through the labyrinth and defeat the boss
Training rounds / time limit: Each round of 50 seconds
Opponent(s): Yunsung, Maxi, Astaroth, Assassin, Taki, Berserker, Mitsurugi, Nightmare, Yoshimitsu and LEON or MINERVA
Activated following victory: Chapter 10-3
Extra Mission:

- Special feature: fast opponent
- Difficulty:
- Exp / gold: 8400 / 7400
- Opponents: Yunsung, Maxi, Astaroth, Assassin, Taki, Berserker, Mitsurugi, Nightmare, Yoshimitsu and LUDE or MEMORIA as the boss



Key
Normal
Get through the labyrinth with just one life **1:** Energy level decreases with blocking **2:** Poison **3:** Stun gun



Key
Extra Mission
Full recovery after entering each room **1:** Stronger thrust **2:** Stronger thrust and poison **3:** Stronger thrust and stun gun

Chapter 10-3 – Tartaros

Difficulty:

Exp / gold: 2500 / 1200 **Stage:** Inferno Stage

Special features / Objective: Inferno transforms himself twice as is the case in Arcade mode
Training rounds / time limit: 1 round of 99 seconds
Opponent(s): VERAL (Inferno)
Activated following victory: Weapon Master Opening (Opening sequence of Weapon Master mode) and Extra Missions (of higher difficulty level of Weapon Master mode
Extra Mission:

- Difficulty:
- Exp / gold: 3500 / 2400
- Opponent: SOULEDGE (Inferno) 200%
- Activated following victory: Weapon Master Ending (Ending sequence of Weapon Master mode)

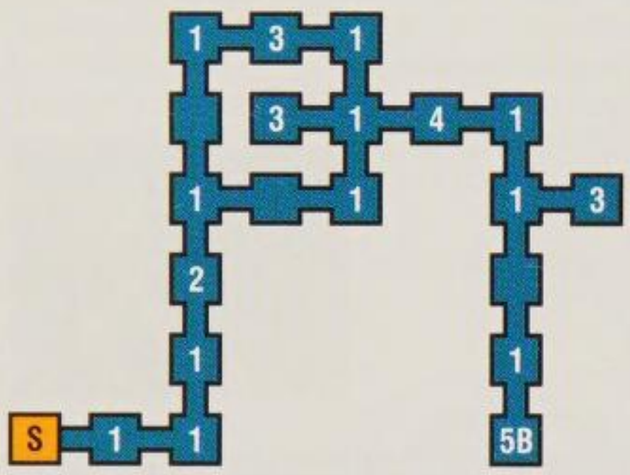
Subchapter 1-1 – Stone Temple

Difficulty: ■■■■■□

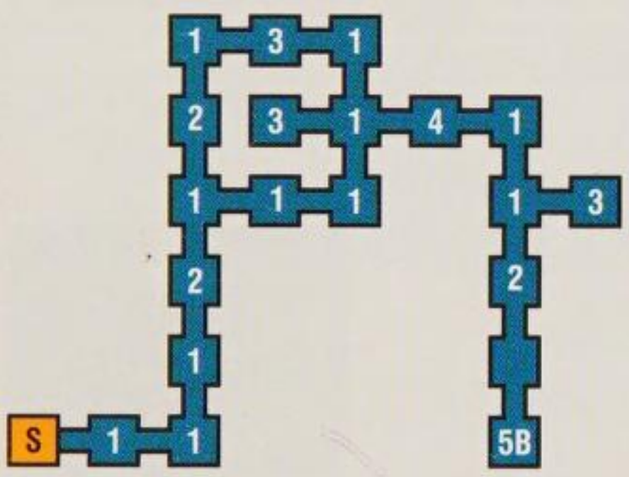
Exp / gold:	1100 / 1000	**Stage:**	Labyrinth

Special features / Objective: Fight your way through the labyrinth and defeat the boss
Training rounds / time limit: Each round of 50 seconds
Opponent(s): Various Berserker and S.GUARDIAN (Berserker)
Activated following victory: Game mode Extra Team Battle
Extra Mission:

- Difficulty: ■■■■■■
- Exp / gold: 2200 / varies
- Astaroth's 10th additional weapon Rock
- Opponents: various Berserker and S.GUARDIAN (Berserker)
- Activated following victory: Berserker



Key
Normal
Full recovery after entering each room **1:** 50% energy level (opponent only) **2:** Stronger thrust **3:** Self-recovery **4:** Only weapon visible **5:** Earthquake



Key
Extra Mission
A total time limit for the labyrinth **1:** 50% energy level (opponent only) **2:** Stronger thrust **3:** Stronger thrust and opponent's recovery **4:** Stronger thrust and only weapon visible **5:** Stronger thrust

Subchapter 2-1 – Celbarai Fortress

Difficulty: ■■■□□

Exp / gold:	3800 / 3000	**Stage:**	Xiwei Siege Ruins

Special features / Objective: Opponent's strikes cannot be blocked, your attacks are unblockable and a bomb
Training rounds / time limit: 1 round of 20 seconds
Opponent(s): SAIKA (Xianghua) 500%
Activated following victory: Xianghua's 8th additional weapon Soul Edge (Complete), Subchapter 2-2 and 2-3
Extra Mission:

- Special features: no bomb
- Difficulty: ■■■■■■
- Exp / gold: 7500 / 17000
- Opponent: SAIKA (Xianghua) 300%

Subchapter 2-2 – Ceres Stronghold

Difficulty: ■■■□□

Exp / gold:	3800 / 3000	**Stage:**	Lakeside Coliseum with walls

Special features / Objective: Drawn together
Training rounds / time limit: 1 round of 99 seconds
Opponent(s): KANAKANA (Voldo) 300%
Activated following victory: Voldo's 8th additional weapon Soul Edge (Complete), Subchapter 2-4
Extra Mission:

- Special feature: opponent's recovery
- Difficulty: ■■■■■■
- Exp / gold: 7500 / 20000
- Opponent: KANAKANA (Voldo) 300%

Subchapter 2-3 – Ancient Library

Difficulty: ■■■□□

Exp / gold:	3800 / 3000	**Stage:**	Library

Special features / Objective: Poison and opponent's weapon drains your energy level
Training rounds / time limit: Each round of 50 seconds
Opponent(s): GEORGE (Taki) 200%
Activated following victory: Taki's 8th additional weapon Soul Edge (Complete), Subchapter 2-4
Extra Mission:

- Special features: only poison and fast opponent
- Difficulty: ■■■■■■
- Exp / gold: 7500 / 24000
- Opponent: GEORGE (Taki) 300%

Subchapter 2-4 – Temple in the Clouds

Difficulty:

Exp / gold: 3800 / 6000 **Stage:** Eurydice Shrine Gallery

Special features / Objective: Wall damage, wind, stronger thrust, ground damage
Training rounds / time limit: 1 round of 50 seconds
Opponent(s): TANY (Cassandra) 300%
Activated following victory: Cassandra's 8th additional weapon Soul Edge (Complete)
Extra Mission:

- Special feature: stronger thrust (opponent only) 300%, no wind
- Difficulty:
- Exp / gold: 7500 / 17000
- Opponent: TANY (Cassandra) 300%
- Mitsurugi's 10th additional weapon Souvenir Gift

Subchapter 3-1 – Eternal Palace

Difficulty:

Exp / gold: 2200 / 1500 **Stage:** Imperial Capital Ayutthaya

Special features / Objective: Ground KO
Training rounds / time limit: 1 round of 50 seconds
Opponent(s): Talim 200%
Activated following victory: Subchapter 3-2
Extra Mission:

- Special feature: ground KO (does not apply to opponent)
- Difficulty:
- Exp / gold: 3000 / 3000
- Opponent: randomly selected character (other than Charade and Inferno)

Subchapter 3-2 – Castle of the Damned

Difficulty:

Exp / gold: 2200 / 7500 **Stage:** Sakura-Dai Gate

Special features / Objective: Poison and energy level+ 100.
Training rounds / time limit: 5 rounds of 50 seconds
Opponent(s): Voldo, Ivy, Yoshimitsu, Taki and Assassin
Activated following victory: Subchapter 3-3
Extra Mission:

- Special feature: fast opponent
- Difficulty:
- Exp / gold: 3000 / 15000
- Opponents: Voldo, Ivy, Yoshimitsu, Taki and Assassin

Subchapter 3-3 – Hero's Trail

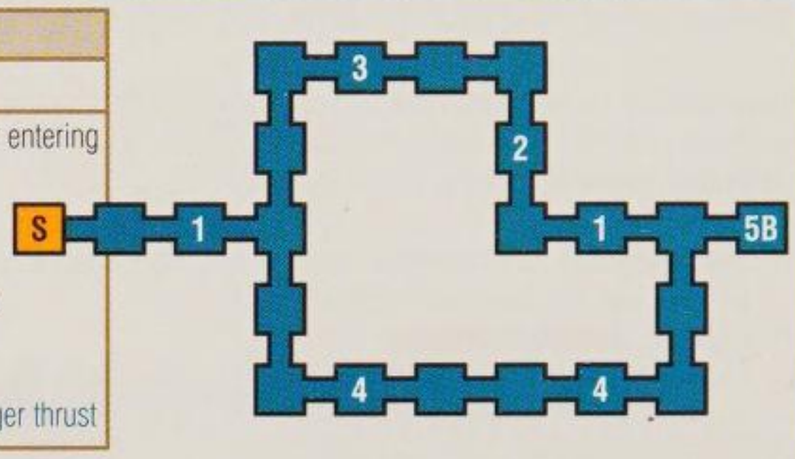
Difficulty:

Exp / gold: 2300 / 8400 **Stage:** Egyptian Crypt

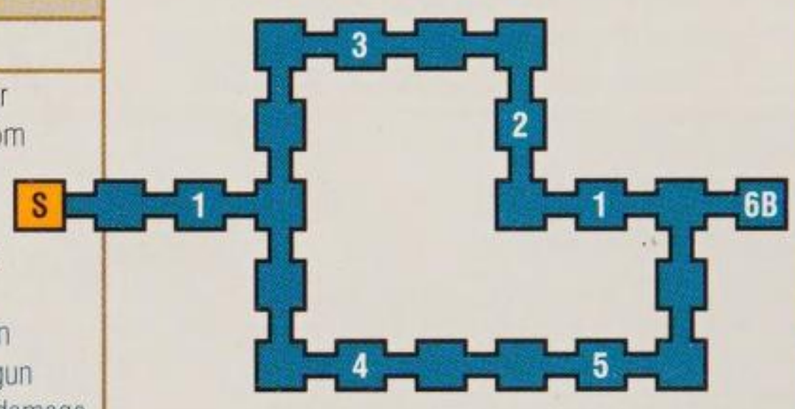
Special features / Objective: Fight your way through the labyrinth and defeat the boss
Training rounds / time limit: Each round of 50 seconds
Opponent(s): Berserker 1000%, Assassin, Sophitia, Seung Mina, the character depending on the particular console used: (Heihachi, Spawn® or Link). WALLACE (Kilik) as the boss
Activated following victory: Subchapter 4-1
Extra Mission:

- Difficulty:
- Exp / gold: 4600 / 16800
- Opponents: randomly selected character (other than Charade and Inferno) 1000%, followed by four randomly selected characters (other than Charade and Inferno) of which you only have 1/3 of your energy level with the last one. The boss is then BARANCA (Voldo) 500%
- Activated following victory: Assasin

Key
Normal
Full recovery after entering each room
1: Sand
2: Ice
3: Ice and strong opponent
4: Fire
5: Fire and stronger thrust



Key
Extra Mission
Full recovery after entering each room
1: Sand
2: Ice
3: Ice and strong opponent
4: Fire and poison
5: Fire and stun gun
6: Fire and wall damage



Subchapter 4-1 – Coffin Chamber

Difficulty:

Exp / gold: 2000 / 7500 **Stage:** Palgaea Shrine

Special features / Objective: Stronger thrust (opponent only) 150%, energy level+ 100 and slippery edge. Furthermore, there are no walls surrounding the arena so you can make use of strikes for quick Ring Outs in order to defeat the opponent's team
Training rounds / time limit: 50 seconds in total
Opponent(s): Necrid, Lizardman, Charade, Astaroth
Activated following victory: Subchapter 4-2, 4-3 and 4-5
Extra Mission:

- Special features: energy level+ 50, no stronger thrust. Characters will automatically move away from each other
- Difficulty:
- Exp / gold: 4000 / 15000
- Training rounds / time limit: 50 seconds in total
- Opponents: Assassin, Lizardman, Berserker and Necrid

Subchapter 4-2 – Tower of Happiness

Difficulty:

Exp / gold: 2000 / 3000 **Stage:** Village of the Wind

Special features / Objective: Wind, ground damage and stronger thrust 150%. Opponent's weapon drains your energy level
Training rounds / time limit: 1 round of 50 seconds
Opponent(s): Charade 1000%
Activated following victory: -
Extra Mission:

- Special features: wall damage and stronger thrust 300%. Defeat the opponent with a Ring Out
- Difficulty:
- Exp / gold: 4000 / 6000
- Opponent: Charade 1000%

Subchapter 4-3 – Mount Procyon

Difficulty:

Exp / gold: 2000 / 3000 **Stage:** Pirates' Alcove

Special features / Objective: Ground damage and extensive flight damage. Normal attacks hardly inflict any damage
Training rounds / time limit: 1 round of 50 seconds
Opponent(s): Yunsung
Activated following victory: Extra Survival (Death match), Subchapter 4-4
Extra Mission:

- Difficulty:
- Exp / gold: 4000 / 6000
- Opponent: randomly selected character (other than Charade and Inferno) 300%
- Maxi's 10th additional weapon Termite Snack

Subchapter 4-4 – Lynx Arbor

Difficulty:

Exp / gold: 2000 / 800-12800 **Stage:** Lakeside Coliseum without walls

Special features / Objective: Double gold
Training rounds / time limit: A maximum of 5 fights per round of 50 seconds plus 10 seconds for each victory
Opponent(s): Four randomly selected characters and the character depending on the particular console used - (Heihachi, Spawn® or Link) - as the boss
Activated following victory: Extra Chapter 2
Extra Mission:

- Special features: Fast opponent, opponent's strikes penetrate cover and he enemies possess weapons that excel in Guard Breaks
- Difficulty:
- Exp / gold: 4000 / 1200 – 19200
- Training rounds / time limit: a maximum of 5 fights per round of 50 seconds
- Opponents: four randomly selected characters and the character (depending on the particular console used) - (Heihachi, Spawn® or Link) 200% - as the boss

Subchapter 4-5 – Ruchba's Mandible

Difficulty:

Exp / gold: 4300 / 8100 **Stage:** Labyrinth

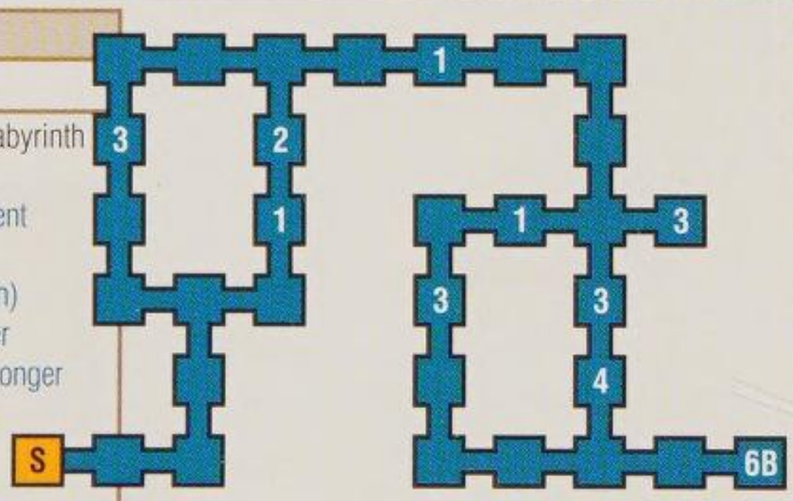
Special features / Objective: Stronger thrust 150% and opponent's strikes use up energy level
Training rounds / time limit: 6 fights, each round of 50 seconds
Opponent(s): Cassandra, the character depending on the particular console used: (Heihachi, Spawn® or Link) 300%, Xianghua, Cervantes, Necrid, ROSE (Ivy)
Activated following victory: -
Extra Mission:

- Difficulty:
- Exp / gold: 8600 / 16200
- Opponents: Cervantes, Maxi, Raphael, Yoshimitsu, Yunsung and AZAM (Taki)
- Cervantes's 10th additional weapon Imitation Sword

Key

Normal

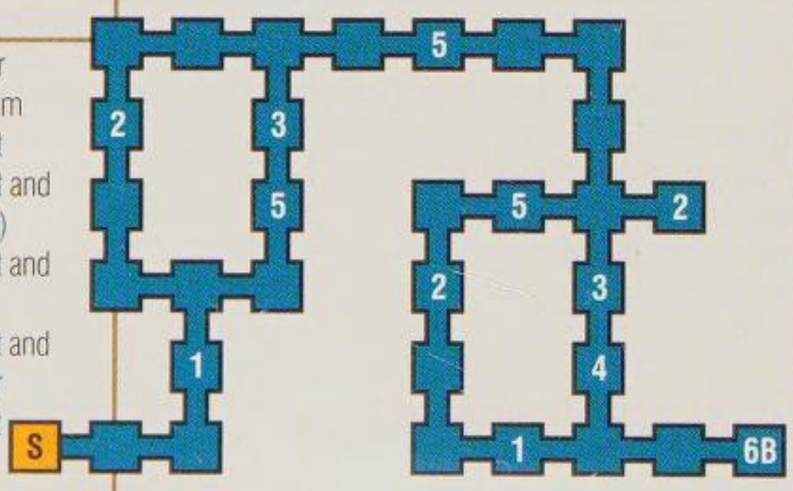
Get through the labyrinth with just one life
1: Strong opponent
2: Poison
3: Recovery (both)
4: Drawn together
5: Poison and stronger thrust
6: Poison while blocking



Key

Extra Mission

Full recovery after entering each room
1: Stronger thrust
2: Stronger thrust and recovery (both)
3: Stronger thrust and poison
4: Stronger thrust and drawn together
5: Stronger thrust and strong opponent
6: Stronger thrust and poison while blocking



Extra Chapter 1-1 – Castor's Eye

Difficulty:

Exp / gold: 3200 / 5000 **Stage:** Ostrheinsburg Chapel

Special features / Objective: Earthquake
Training rounds / time limit: 1 round of 50 seconds
Opponent(s): Cervantes
Activated following victory: Game mode Extra Time Attack (Extreme), Extra Chapter 2-1
Extra Mission:

- Special features: fast opponents and opponent's strikes cannot be blocked
- Difficulty:
- Exp / gold: 6300 / 10000
- Opponent: randomly selected character (other than Charade and Inferno)

Extra Chapter 1-2 – Gateway to Hell

Difficulty:

Exp / gold: 3200 / 600-9600 **Stage:** Money Pit without walls

Special features / Objective: Double gold
Training rounds / time limit: Start with 50 seconds plus 10 seconds for every victory
Opponent(s): Four randomly selected characters except Maxi, Necrid and Inferno. The boss is GERALD (Maxi)
Activated following victory: Extra Chapter 1-3
Extra Mission:

- Special features: opponent's strikes use up energy level and opponent's strikes cannot be blocked
- Difficulty:
- Exp / gold: 6300 / 1500 – 24000
- Training rounds / time limit: 5 rounds of 50 seconds
- Opponents: four randomly selected characters (other than Charade and Inferno), followed by Berserker
- Kilik's 10th additional weapon Bamboo Staff

Extra Chapter 1-3 – Swordsmen's Grave

Difficulty:

Exp / gold: 6800 / 11500 **Stage:** Egyptian Crypt

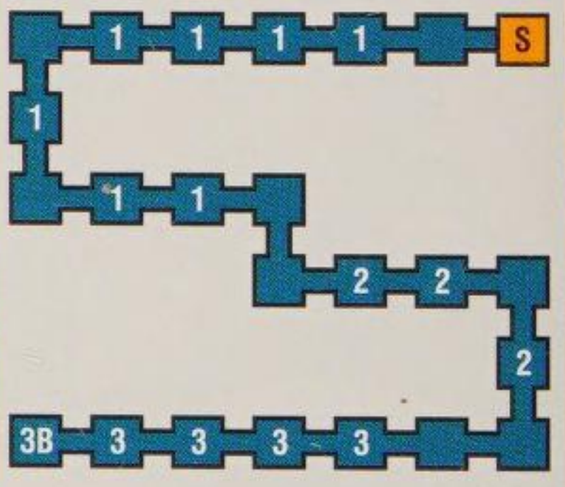
Special features / Objective: Fight your way through the labyrinth and defeat the boss
Training rounds / time limit: Each round of 50 seconds
Opponent(s): Charade, Cervantes, Berserker, Yoshimitsu, Maxi, Assassin, Yunsung, Raphael, Lizardman, Cassandra, Voldo, Astaroth, Taki, Mitsurugi, Kilik, Sophitia, Ivy, Nightmare, Seung Mina, Xianghua, Talim Necrid and the boss is FORTUNA (Necrid)
Activated following victory: -
Extra Mission:

- Difficulty:
- Exp / gold: 13600 / 23000
- Opponents: Charade, Cervantes, Berserker, Yoshimitsu, Maxi, Assassin, Yunsung, Raphael, Lizardman, Cassandra, Voldo, Astaroth, Taki, Mitsurugi, Kilik, Sophitia, Ivy, Nightmare, Seung Mina, Xianghua, Talim Necrid and depending on the particular console used (Heihachi, Spawn® or Link) is the boss is the character:
- Nightmare's 10th additional weapon Galley Oar

Key

Normal

Full recovery after entering each room
1: Sand
2: Ice
3: Fire



Key

Extra Mission

Full recovery after entering each room
1: Sand
2: Ice
3: Fire

Extra Chapter 2-1 – Cor Caroli

Difficulty:

Exp / gold: 3800 / 17500 **Stage:** Library

Special features / Objective: Energy level + 80
Training rounds / time limit: Each round of 50 seconds
Opponent(s): Ivy, Taki, Sophitia, Seung Mina, Cassandra, Xianghua and the boss is MILIS (Talim)
Activated following victory: Extra Chapter 2-2
Extra Mission:

- Special feature: opponent's recovery
- Difficulty:
- Exp / gold: 7500 / 35000
- Opponents: Seung Mina, Voldo, Mitsurugi, Sophitia, Taki, Cervantes and Nightmare

Extra Chapter 2-2 – Er Rai

Difficulty:

Exp / gold:	3800 / 5000	Stage:	Money Pit without walls

Special features / Objective: Wind from below, slippery edge and stronger thrust 300%
Training rounds / time limit: Each round of 50 seconds
Opponent(s): DUDUCUS (Raphael)
Activated following victory: Game mode Extra Survival (No Recovery), Extra Chapter 2-3
Extra Mission:

- Special features: no wind from below, but stun gun and earthquake
- Difficulty:
- Exp / gold: 7500 / 10000
- Training rounds / time limit: each round of 50 seconds
- Opponent: randomly selected character (other than Charade and Inferno)
- Ivy's 10th additional weapon Prototype Ivy Blade.

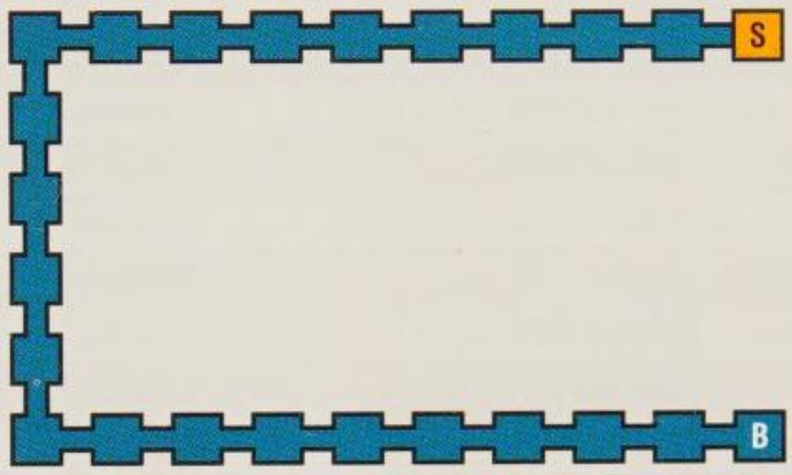
Extra Chapter 2-3 – Hero's Tomb

Difficulty:

Exp / gold:	7300 / 18600	Stage:	Labyrinth

Special features / Objective: Fight your way through the labyrinth and defeat the boss
Training rounds / time limit: Each round of 50 seconds
Opponent(s): Yunsung, Maxi, Kilik, Assassin, Yoshimitsu, Berserker, Sophitia, Raphael, Lizardman, Taki, Voldo, the character depending on the particular console used: (Heihachi, Spawn® or Link), Cervantes, Necrid, Seung Mina, Talim, Astaroth, Cassandra, Nightmare, Mitsurugi, Ivy, Xianghua and the boss is ARCTURUS (Charade)
Activated following victory: -
Extra Mission:

- Special feature: All opponents have a very high fighting level
- Difficulty:
- Exp / gold: 14600 / 37200
- Opponents: see above
- Sophitia's 10th additional weapon Memento



Key	Key
Normal	Extra Mission
Full recovery after entering each room	Full recovery after entering each room

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

GENERAL
OVERVIEW OF CHAPTERS
ALL EXTRAS AND THE SHOPS
DIFFERENT RANKINGS

ALL EXTRAS AND THE SHOPS

The following table shows you where you can get the 10 additional weapons for all characters. These are generally only available for purchase in the shops of particular Chapters, but you can activate some of them while playing and so you will save yourself some gold. This is also the case with additional costumes and game modes

Characters' Additional Weapons

Character	1st weapon, each costs 600	Shop in
Astaroth	War Hammer	Chapter 1
Cassandra	Spiked Shield	Chapter 1, 2
Cervantes	Falchion	Chapter 1
Heihachi	Gojou	Chapter 1
Ivy	Mirage Blade	Chapter 1, 2
Kilik	Quarterstaff	Chapter 1
Link	Razor Sword	Chapter 1
Maxi	Tetsuryu	Chapter 1
Mitsurugi	Korefuji	Chapter 1
Necrid	Lemures	Chapter 1
Nightmare	Flamberge	Chapter 1
Raphael	Epee	Chapter 1
Seung Mina	Defender	Chapter 1
Sophitia	Swordbreaker	Chapter 1
Spawn®	Despair	Chapter 1
Taki	Kunai	Chapter 1, 2
Talim	Wind Guide	Chapter 1, 2
Voldo	Cat Claws	Chapter 1
Xianghua	Kard	Chapter 1, 2
Yoshimitsu	Shiranui	Chapter 1
Yunsung	Machete	Chapter 1

Character	2nd weapon – each costs 900	Shop in
Astaroth	Terror Moon	Chapter 2
Cassandra	Dark Blade	Chapter 2
Cervantes	Firangi	Chapter 2
Heihachi	Hakuraimononofu	Chapter 1
Ivy	Wiseman Mace	Chapter 2
Kilik	Ling-Sheng Su Bo	Chapter 2, 3
Link	Armos Series	Chapter 1
Maxi	Chained Kozuka	Chapter 2, 3
Mitsurugi	Two-Handed Sword	Chapter 2, 3
Necrid	Morphos	Chapter 2
Nightmare	Great Blade	Chapter 2
Raphael	Stiletto	Chapter 2, 3
Seung Mina	Hyup Do	Chapter 2
Sophitia	Xi Shield	Chapter 2
Spawn®	Malice	Chapter 1
Taki	Slicer	Chapter 2
Talim	Tonfa	Chapter 2
Voldo	Tofana Scissors	Chapter 2
Xianghua	Northern Star	Chapter 2
Yoshimitsu	Kastane	Chapter 2
Yunsung	Khanjar	Chapter 2, 3

Character	3rd weapon – each costs 1200	Shop in
Astaroth	Battle Ax	Chapter 3
Cassandra	Metesashi	Chapter 3, 4
Cervantes	Erlang's Blade	Chapter 3
Heihachi	Kenkoudaiichi	Chapter 3, 5
Ivy	Dream Blade	Chapter 3, 4
Kilik	Iron Staff	Chapter 2, 3, 5
Link	Megaton Hammer	Chapter 3, 5
Maxi	Fatibal	Chapter 3, 5
Mitsurugi	Shamshir	Chapter 2, 3
Necrid	Orcus Claw	Chapter 3
Nightmare	Steel Paddle	Chapter 3
Raphael	Reiterpallasch	Chapter 2, 3, 5
Seung Mina	Naginata	Chapter 3, 4
Sophitia	Owl Shield	Chapter 3, 4
Spawn®	Torment	Chapter 3, 5
Taki	Kagekiri	Chapter 3, 4
Talim	Side Harpe	Chapter 3, 4
Voldo	Shame & Blame	Chapter 2, 3
Xianghua	Soul Calibur (Evil)	Not for sale (*1)
Yoshimitsu	Zantetsuken	Chapter 3
Yunsung	Xiao Lian	Chapter 2, 3, 5

*1: after having played Chapter 5-2

Character	4th weapon – each costs 1600	Shop in
Astaroth	Great Maul	Chapter 4, 5
Cassandra	Spine Blade	Chapter 3, 4, 5, 6
Cervantes	Acheron	Chapter 4, 5
Heihachi	Tenkamusou	Chapter 3, 4, 5
Ivy	Chained Flail	Chapter 3, 4, 5, 6
Kilik	Kunlun Bamboo	Chapter 4, 5, 7
Link	Cane of Byrna	Chapter 3, 4, 5
Maxi	Raimei	Chapter 4, 5, 7
Mitsurugi	Basilard	Chapter 4, 5, 7
Necrid	Ignis Fatuus	Chapter 3, 4, 5
Nightmare	Glam	Chapter 4, 5
Raphael	Wo Dao	Chapter 4, 5, 7
Seung Mina	Couse	Chapter 4, 5
Sophitia	Blue Crystal Rod & Blue Line Shield	Chapter 4, 5
Spawn®	Misery	Chapter 3, 4, 5
Taki	Yoroitohshi	Chapter 3, 4, 5
Talim	Double Crescent Blade	Chapter 3, 4, 5, 6 (*1)
Voldo	Iron Ram	Chapter 4, 5
Xianghua	Kopis	Chapter 4, 5, 6
Yoshimitsu	Dha	Chapter 4, 5
Yunsung	Giant Butcher Knife	Chapter 4, 5, 7

*1: after having played Chapter 4-2

Character	5th weapon – each costs 2200	Shop in
Astaroth	Tabar	Chapter 4, 6, 7, 9 and Subchapter 3
Cassandra	Katzbalger	Chapter 5, 6, 7, 8 and Subchapter 4
Cervantes	Phlegethon	Chapter 4, 6, 7 and Subchapter 3
Heihachi	Hibitanren	Chapter 6, 7 and Subchapter 3
Ivy	Viper Edge	Chapter 5, 6, 7 and Subchapter 4
Kilik	Rokushakuboh	Chapter 6, 7 and Subchapter 3
Link	Mirror Shield	Chapter 6, 7 and Subchapter 3
Maxi	Fuzoroi	Chapter 6, 7 and Subchapter 3 (*1)
Mitsurugi	Gassan	Chapter 6, 7 and Subchapter 3
Necrid	Lambent Viper	Chapter 4, 6, 7, 9 and Subchapter 3
Nightmare	Requiem	Chapter 4, 6, 7, 9 and Subchapter 3
Raphael	Schweizer	Chapter 6, 7, 9 and Subchapter 3 (*2)
Seung Mina	Bardiche	Chapter 6, 7 and Subchapter 4
Sophitia	Fire Blade	Chapter 6, 7 and Subchapter 4
Spawn®	Reaper	Chapter 6, 7 and Subchapter 3
Taki	Fuumakugi	Chapter 5, 6, 7, 8 and Subchapter 4
Talim	Chaqu	Chapter 5, 6, 7, 8 and Subchapter 4
Voldo	Heavy Jur	Chapter 4, 6, 7, 9 and Subchapter 3
Xianghua	Qi Xing Sword	Chapter 5, 6, 7, 8 and Subchapter 4
Yoshimitsu	Kagekiyo	Chapter 6, 7 and Subchapter 3
Yunsung	Cheng Ying	Chapter 6, 7 and Subchapter 3

*1: after having played Chapter 4-5
*2: after having played Chapter 4-4

Character	6th weapon – each costs 3000	Shop in
Astaroth	Nanbanfu	Chapter 6, 8, 9 and Subchapter 3
Cassandra	Red Crystal Rod & Red Line Shield	Chapter 7, 8, 9, 10 and Subchapter 4
Cervantes	Cocytus	Chapter 8, 9 and Subchapter 3
Heihachi	Hadakaikkan	Chapter 6, 8, 9 and Subchapter 3
Ivy	Alraune	Chapter 7, 8, 9, 10 and Subchapter 4
Kilik	Amud	Chapter 8, 9 and Subchapter 3
Link	Magic Sword	Chapter 6, 8, 9 and Subchapter 3
Maxi	Modified Flail	Chapter 8, 9 and Subchapter 3
Mitsurugi	Tulwar	Chapter 8, 9 and Subchapter 3
Necrid	Hex Luminae	Chapter 6, 8, 9 and Subchapter 3
Nightmare	Faust	Chapter 6, 8, 9 and Subchapter 3
Raphael	Holy Antler	Chapter 8, 9 and Subchapter 3
Seung Mina	Halberd	Chapter 8, 9 and Subchapter 4 (*1)
Sophitia	Gladius	Chapter 8, 9 and Subchapter 4
Spawn®	Vengeance	Chapter 6, 8, 9 and Subchapter 3
Taki	Silent Edge	Chapter 7, 8, 9, 10 and Subchapter 4
Talim	Cao Ankana	Chapter 7, 8, 9, 10 and Subchapter 4
Voldo	Karma & Mara	Chapter 6, 8, 9 and Subchapter 3
Xianghua	Krita-Yuga	Chapter 7, 8, 9, 10 and Subchapter 4
Yoshimitsu	Pakayun	Chapter 6, 8, 9 and Subchapter 3
Yunsung	Ramdao	Chapter 8, 9 and Subchapter 3

*1: after having played Extra Missions - Chapter 6-6

Character	7th weapon – each costs 4000	Shop in
Astaroth	Bulova	Chapter 10 and Subchapter 3
Cassandra	Ivan the Terrible	Chapter 9, 10 and Subchapter 4
Cervantes	Styx	Chapter 10 and Subchapter 3
Heihachi	Dohatsuten	Chapter 8, 10 and Subchapter 3
Ivy	Demon Tail	Chapter 9, 10 and Subchapter 4
Kilik	Duel Rod	Chapter 8, 10 and Subchapter 3
Link	Biggoron's Sword	Chapter 8, 10 and Subchapter 3
Maxi	Falcon	Chapter 8, 10 and Subchapter 3
Mitsurugi	Masamune	Chapter 8, 10 and Subchapter 3
Necrid	Infernal Edge	Chapter 10 and Subchapter 3
Nightmare	Soul Edge (Growth)	Chapter 10 and Subchapter 3 (*1)
Raphael	Estoc	Chapter 8, 10 and Subchapter 3
Seung Mina	Ambassador	Chapter 10 and Subchapter 4
Sophitia	Synval	Chapter 9, 10 and Subchapter 4
Spawn®	Redeemer	Chapter 8, 10 and Subchapter 3
Taki	Kamizoroe	Chapter 9, 10 and Subchapter 4
Talim	Maila Kari	Chapter 9, 10 and Subchapter 4
Voldo	Engetsurin	Chapter 10 and Subchapter 3
Xianghua	Blue Storm	Chapter 9, 10 and Subchapter 4
Yoshimitsu	Monohoshizao	Chapter 10 and Subchapter 3
Yunsung	Xiao Lian	Chapter 8, 10 and Subchapter 3

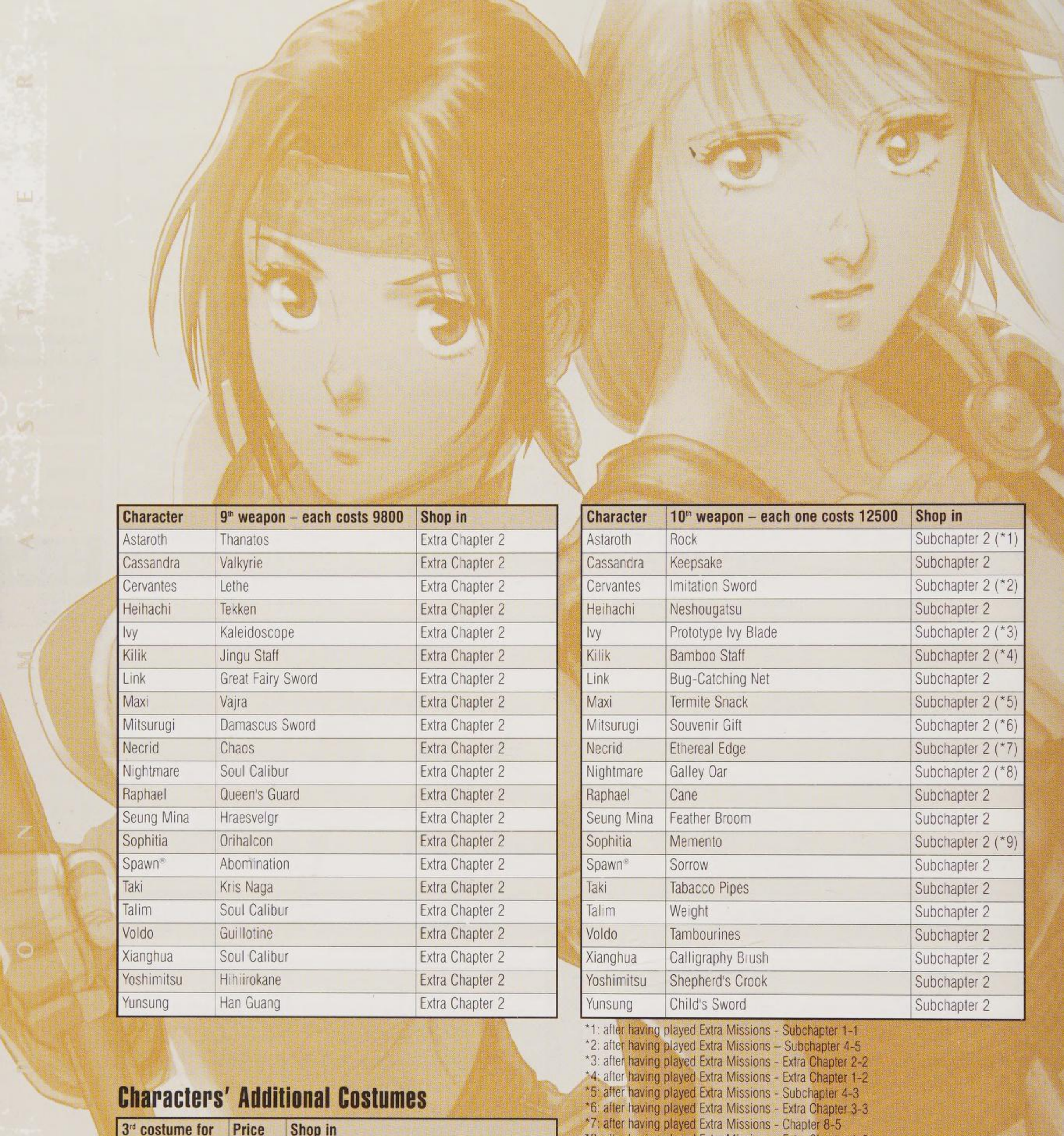
*1: after having played Chapter 7-3

Character	8th weapon – each costs 7800	Shop in
Astaroth	Soul Edge (Complete)	Extra Chapter 1
Cassandra	Soul Edge (Complete)	Extra Chapter 1 (*1)
Cervantes	Soul Edge (Complete)	Extra Chapter 1
Heihachi	Soul Edge (Complete)	Extra Chapter 1
Ivy	Soul Edge (Complete)	Extra Chapter 1
Kilik	Soul Edge (Complete)	Extra Chapter 1
Link	Soul Edge (Complete)	Extra Chapter 1
Maxi	Soul Edge (Complete)	Extra Chapter 1
Mitsurugi	Soul Edge (Complete)	Extra Chapter 1
Necrid	Soul Edge (Complete)	Extra Chapter 1
Nightmare	Soul Edge (Complete)	Extra Chapter 1
Raphael	Soul Edge (Complete)	Extra Chapter 1
Seung Mina	Soul Edge (Complete)	Extra Chapter 1
Sophitia	Soul Edge (Complete)	Extra Chapter 1
Spawn®	Soul Edge (Complete)	Extra Chapter 1
Taki	Soul Edge (Complete)	Extra Chapter 1 (*2)
Talim	Soul Edge (Complete)	Extra Chapter 1
Voldo	Soul Edge (Complete)	Extra Chapter 1 (*3)
Xianghua	Soul Edge (Complete)	Extra Chapter 1 (*4)
Yoshimitsu	Soul Edge (Complete)	Extra Chapter 1
Yunsung	Soul Edge (Complete)	Extra Chapter 1

*1: after having played Subchapter 2-4
*2: after having played Subchapter 2-3
*3: after having played Subchapter 2-2
*4: after having played Subchapter 2-1

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

GENERAL
OVERVIEW OF CHAPTERS
ALL EXTRAS AND THE SHOPS
DIFFERENT RANKINGS



Character	9th weapon – each costs 9800	Shop in
Astaroth	Thanatos	Extra Chapter 2
Cassandra	Valkyrie	Extra Chapter 2
Cervantes	Lethe	Extra Chapter 2
Heihachi	Tekken	Extra Chapter 2
Ivy	Kaleidoscope	Extra Chapter 2
Kilik	Jingu Staff	Extra Chapter 2
Link	Great Fairy Sword	Extra Chapter 2
Maxi	Vajra	Extra Chapter 2
Mitsurugi	Damascus Sword	Extra Chapter 2
Necrid	Chaos	Extra Chapter 2
Nightmare	Soul Calibur	Extra Chapter 2
Raphael	Queen's Guard	Extra Chapter 2
Seung Mina	Hraesvelgr	Extra Chapter 2
Sophitia	Orihalcon	Extra Chapter 2
Spawn®	Abomination	Extra Chapter 2
Taki	Kris Naga	Extra Chapter 2
Talim	Soul Calibur	Extra Chapter 2
Voldo	Guillotine	Extra Chapter 2
Xianghua	Soul Calibur	Extra Chapter 2
Yoshimitsu	Hihiirokane	Extra Chapter 2
Yunsung	Han Guang	Extra Chapter 2

Character	10th weapon – each one costs 12500	Shop in
Astaroth	Rock	Subchapter 2 (*1)
Cassandra	Keepsake	Subchapter 2
Cervantes	Imitation Sword	Subchapter 2 (*2)
Heihachi	Neshougatsu	Subchapter 2
Ivy	Prototype Ivy Blade	Subchapter 2 (*3)
Kilik	Bamboo Staff	Subchapter 2 (*4)
Link	Bug-Catching Net	Subchapter 2
Maxi	Termite Snack	Subchapter 2 (*5)
Mitsurugi	Souvenir Gift	Subchapter 2 (*6)
Necrid	Ethereal Edge	Subchapter 2 (*7)
Nightmare	Galley Oar	Subchapter 2 (*8)
Raphael	Cane	Subchapter 2
Seung Mina	Feather Broom	Subchapter 2
Sophitia	Memento	Subchapter 2 (*9)
Spawn®	Sorrow	Subchapter 2
Taki	Tabacco Pipes	Subchapter 2
Talim	Weight	Subchapter 2
Voldo	Tambourines	Subchapter 2
Xianghua	Calligraphy Brush	Subchapter 2
Yoshimitsu	Shepherd's Crook	Subchapter 2
Yunsung	Child's Sword	Subchapter 2

*1: after having played Extra Missions - Subchapter 1-1
*2: after having played Extra Missions – Subchapter 4-5
*3: after having played Extra Missions - Extra Chapter 2-2
*4: after having played Extra Missions - Extra Chapter 1-2
*5: after having played Extra Missions - Subchapter 4-3
*6: after having played Extra Missions - Extra Chapter 3-3
*7: after having played Extra Missions - Chapter 8-5
*8: after having played Extra Missions - Extra Chapter 1-3
*9: after having played Extra Missions - Extra Chapter 2-3

Characters' Additional Costumes

3rd costume for	Price	Shop in
Astaroth	17000	Chapter 5 and Extra Chapter 1
Cassandra	76500	Chapter 10, Subchapter 4 and Extra Chapter 2
Ivy	22500	Chapter 6 and Subchapter 4
Link*1	21000	Extra Chapter 1
Mitsurugi	18000	Chapter 1 and 10 and Extra Chapter 1
Nightmare	22800	Chapter 4 and Extra Chapter 1 *2
Raphael	19600	Chapter 8 and Extra Chapter 1
Seung Mina	21000	Subchapter 2
Sophitia	51000	Subchapter 2
Taki	42000	Chapter 2, Subchapter 4 and Extra Chapter 2
Talim	23600	Chapter 9 and 10, Subchapter 4 and Extra Chapter 2
Voldo	22000	Chapter 3 and 10, Extra Chapter 1 and 2
Xianghua	24000	Chapter 7, Subchapter 4 and Extra Chapter 2

*1: his 4th costume is also available for the same price
*2: after having played Chapter 8-6

Additional Game Modes etc.

Additional game modes etc.	Price	Shop in
Art Gallery (Hi End)	8500	Chapter 5
Art Gallery (Illustrations)	5500	Chapter 6
Art Gallery (Special)	4700	Chapter 7
Battle Theater	4000	Chapter 2
Weapon Gallery	2000	Chapter 1
Ending (Arcade Ver.)	5000	Extra Chapter 2
Weapon Master Opening	-	Not for sale (*1)
Weapon Master Ending	-	Not for sale (*2)

*1: after having played Chapter 10-3
*2: after having played Chapter 10-3

DIFFERENT RANKINGS

You will get a Ranking for experience points collected. This not only reveals your qualities as a Soulcalibur II player, but is also important in order to activate particular passages and chapters. Please refer to page 162 of the Secrets chapter.

Level	Experience points required:	Ranking
1	0	Newcomer
2	1500	Iron Neophyte
3	2500	Bronze Neophyte
4	3500	Silver Neophyte
5	4500	Gold Neophyte
6	6000	Platinum Neophyte
7	8000	Iron Apprentice
8	10000	Bronze Apprentice
9	12000	Silver Apprentice
10	14000	Gold Apprentice
11	16000	Platinum Apprentice
12	19000	Iron Disciple
13	21000	Bronze Disciple
14	23000	Silver Disciple
15	25000	Gold Disciple
16	27000	Platinum Disciple
17	29000	Iron Fighter
18	32000	Bronze Fighter
19	34000	Silver Fighter
20	36000	Gold Fighter
21	38000	Platinum Fighter
22	41000	Iron Battler
23	44000	Bronze Battler
24	47000	Silver Battler
25	50000	Gold Battler
26	53000	Platinum Battler
27	56000	Iron Combatant
28	59000	Bronze Combatant
29	62000	Silver Combatant
30	65000	Gold Combatant
31	68000	Platinum Combatant
32	71000	Iron Duelist
33	74000	Bronze Duelist
34	77000	Silver Duelist
35	80000	Gold Duelist
36	84000	Platinum Duelist
37	88000	Iron Mercenary
38	92000	Bronze Mercenary
39	96000	Silver Mercenary
40	100000	Gold Mercenary
41	104000	Platinum Mercenary
42	108000	Iron Warrior
43	112000	Bronze Warrior
44	116000	Silver Warrior
45	120000	Gold Warrior
46	125000	Platinum Warrior
47	130000	Iron Knight
48	135000	Bronze Knight
49	140000	Silver Knight
50	145000	Gold Knight

Level	Experience points required:	Ranking
51	150000	Platinum Knight
52	155000	Iron Champion
53	160000	Bronze Champion
54	165000	Silver Champion
55	170000	Gold Champion
56	177000	Platinum Champion
57	184000	Iron Conqueror
58	191000	Bronze Conqueror
59	198000	Silver Conqueror
60	205000	Gold Conqueror
61	212000	Platinum Conqueror
62	219000	Iron Hero
63	226000	Bronze Hero
64	233000	Silver Hero
65	240000	Gold Hero
66	250000	Platinum Hero
67	260000	Iron Master
68	270000	Bronze Master
69	280000	Silver Master
70	290000	Gold Master
71	300000	Platinum Master
72	320000	Iron Edgemaster
73	340000	Bronze Edgemaster
74	360000	Silver Edgemaster
75	380000	Gold Edgemaster
76	400000	Platinum Edgemaster
77	500000	Grand Edgemaster of the Basilisk
78	600000	Grand Edgemaster of the Gorgon
79	700000	Grand Edgemaster of the Gargoyle
80	800000	Grand Edgemaster of the Ogre
81	900000	Grand Edgemaster of the Minotaur
82	1000000	Grand Edgemaster of the Cerberus
83	1200000	Grand Edgemaster of the Hydra
84	1400000	Grand Edgemaster of the Furies
85	1600000	Grand Edgemaster of the Kraken
86	1800000	Grand Edgemaster of the Fenrir
87	2000000	Grand Edgemaster of the Gryphon
88	2300000	Grand Edgemaster of the Pegasus
89	2600000	Grand Edgemaster of the Wyvern
90	2900000	Grand Edgemaster of the Manticore
91	3200000	Grand Edgemaster of the Chimera
92	3500000	Grand Edgemaster of the Cyclops
93	4000000	Glorious Edgemaster of the Siren
94	4500000	Glorious Edgemaster of the Efreet
95	5000000	Glorious Edgemaster of the Balron
96	5500000	Legendary Edgemaster of the Unicorn
97	6000000	Legendary Edgemaster of the Dragon
98	7000000	Legendary Edgemaster of the Phoenix
99	99999900	Ultimate Edgemaster

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

GENERAL
OVERVIEW OF CHAPTERS
ALL EXTRAS AND THE SHOPS
DIFFERENT RANKINGS

SECRETS

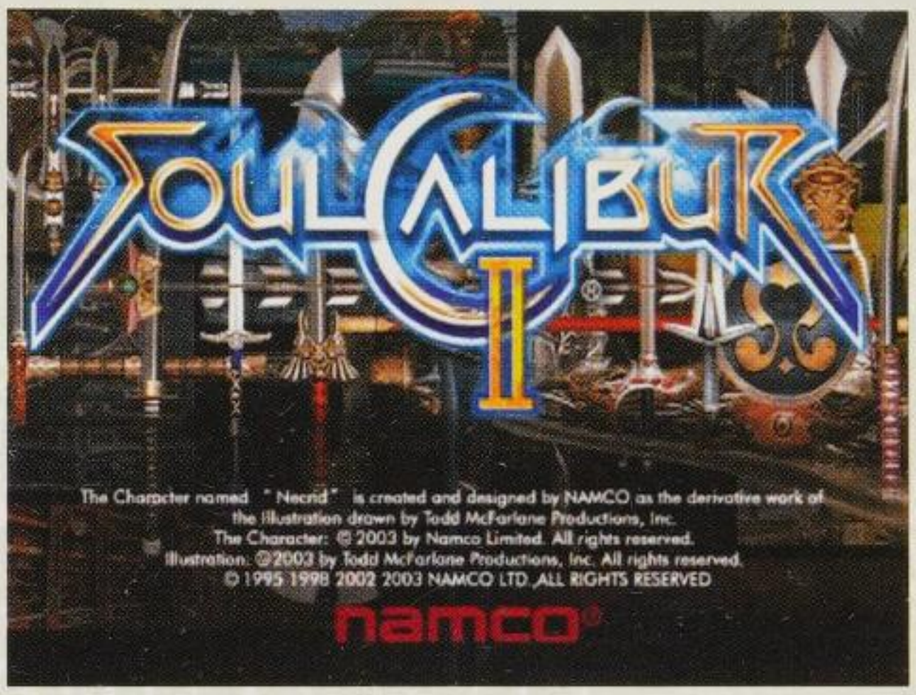
You will find the final secrets to Soulcalibur II on the following pages as well as the complete Collection History list.

Little Secrets...

Various Title Screens

There are three different title screens in Soulcalibur II, which will be activated during the course of the game after you have completed the different game modes. You will be able to experience all these wallpapers if you play long and hard enough.

Normal title screen



Title screen with weapons

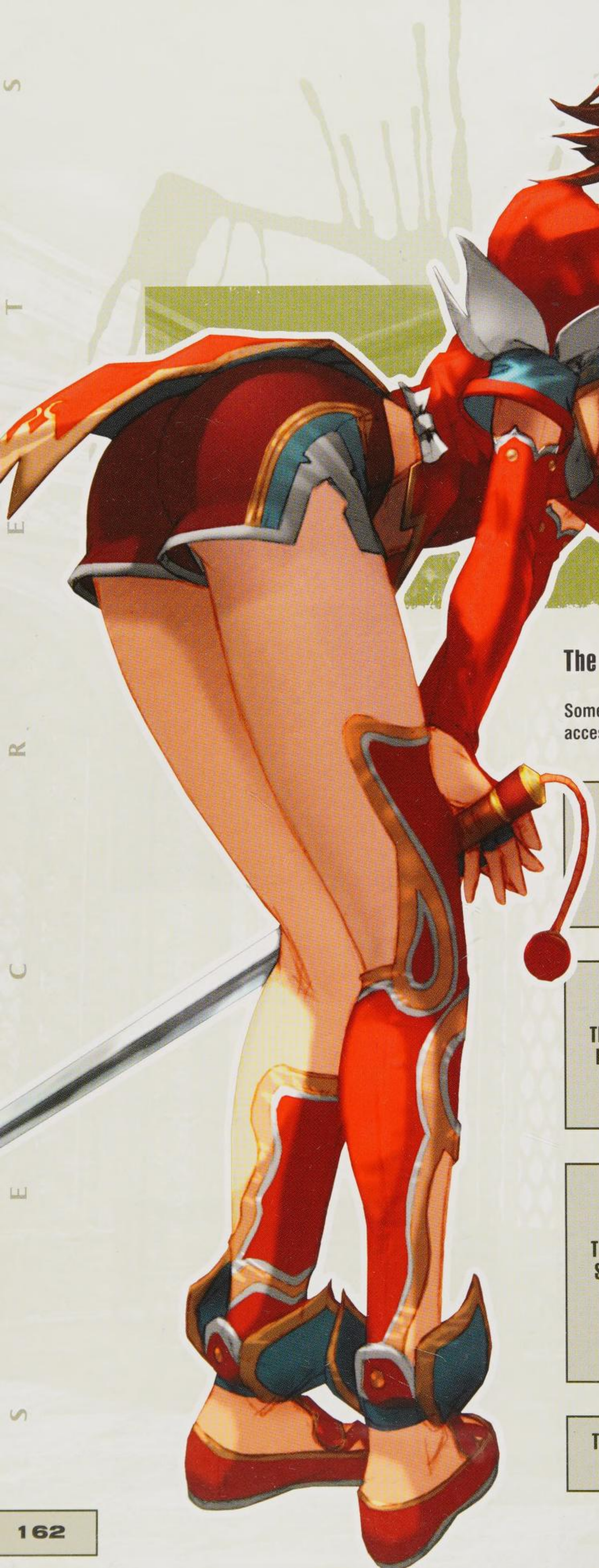
Various Voices on the Title Screen

By pressing START on the title screen – or simply by waiting a moment – you will hear a different voice, corresponding to that of the character you play most frequently in the game...

Get Your Character to Speak

Before a battle begins, the fighters stand opposite each other in the loading screen. If you press either A, B, K or G, the characters will utter one of their respective sentences or phrases.

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS



The Secret Routes in the Weapon Master Mode

Some of the 58 Chapters in the Weapon Master mode cannot be accessed directly.

The secret route to Sub-Chapter 2-1	Complete Chapter 4-3 (Extra Missions) – after attaining level 72 with the Rank Iron Edgemaster in the Weapon Master mode.
The secret route to Extra Chapter 1-1	1) Complete Chapter 9-2 (Extra Missions) to open up the way to Chapter 9-4. 2) Afterwards, complete Chapter 9-4 (Extra Missions) in order to reach Extra Chapter 1-1.
The secret route to Sub-Chapter 4 and Extra Chapter 2	1) Complete Sub-Chapter 3-3 (Extra Missions) to go straight to Sub-Chapter 4-1. 2) Then play up to Sub-Chapter 4-4 and complete this too, in order to get to Extra Chapter 2-1.
The secret route to Chapter 8-5	Complete Sub-Chapter 4-2 (Extra Missions).

The Collection History

There are 86 characters, game modes, arenas and other extras waiting to be unlocked under this item in the Options menu. In this way, you will always know which tasks you have already completed and which ones still lie ahead. You can take a look at the fighters' profiles under Character Profiles in the Museum and weapon demonstrations in the Exhibition Theater. You can select a character's third costume in the character selection screen.

The table below lists the conditions that need to be fulfilled in order to unlock the respective items.

Note: As the GameCube™ version of Soulcalibur II has two exclusive extras (see nos. 49 and 50 below), the numbering for PlayStation® 2 and Xbox™ in the table will deviates.

No.	Extra to be unlocked	Requirement
1	Character – Sophitia	Weapon Master mode: complete Chapter 4-5
2	Character – Seung Mina	Weapon Master mode: complete Chapter 6-3
3	Character – Yoshimitsu	Weapon Master mode: complete Chapter 2-3
4	Character – Charade	Weapon Master mode: complete Chapter 3-1
5	Character – Cervantes	Weapon Master mode: complete Chapter 3-4
6	Character – Lizardman	Weapon Master mode: complete all 58 Extra Missions
7	Character – Assassin	Weapon Master mode: complete Chapter 3-2 of the Extra Missions
8	Character – Berserker	Weapon Master mode: complete Sub-Chapter 1-1 of the Extra Missions
9	Raphael's profile	Complete the Arcade mode with Raphael
10	Raphael's weapon demonstration	Weapon Master mode: in the Shop of Sub-Chapter 1 (Price 5300)
11	Raphael's third costume	Weapon Master mode: in the Shop – see page 158
12	Talim's profile	Complete the Arcade mode with Talim
13	Talim's weapon demonstration	Weapon Master mode: in the Shop of Sub-Chapter 1 (Price 3500)
14	Talim's third costume	Weapon Master mode: in the Shop – see page 158
15	Yunsung's profile	Complete the Arcade mode with Yunsung
16	Yunsung's weapon demonstration	Weapon Master mode: in the Shop of Sub-Chapter 1 (Price 4000)
17	Cassandra's profile	Complete the Arcade mode with Cassandra
18	Cassandra's weapon demonstration	Weapon Master mode: in the Shop of Sub-Chapter 1 (Price 4200)
19	Cassandra's third costume	Weapon Master mode: in the Shop – see page 158
20	Mitsurugi's profile	Complete the Arcade mode with Mitsurugi
21	Mitsurugi's weapon demonstration	Weapon Master mode: in the Shop of Sub-Chapter 1 (Price 2300)
22	Mitsurugi's third costume	Weapon Master mode: in the Shop – see page 158
23	Taki's profile	Complete the Arcade mode with Taki
24	Taki's weapon demonstration	Weapon Master mode: in the Shop of Sub-Chapter 1 (Price 2500)
25	Taki's third costume	Weapon Master mode: in the Shop – see page 158
26	Voldo's profile	Complete the Arcade mode with Voldo
27	Voldo's weapon demonstration	Weapon Master mode: in the Shop of Sub-Chapter 1 (Price 2800)
28	Voldo's third costume	Weapon Master mode: in the Shop – see page 158
29	Nightmare's profile	Complete the Arcade mode with Nightmare
30	Nightmare's weapon demonstration	Weapon Master mode: in the Shop of Sub-Chapter 1 (Price 2600)
31	Nightmare's third costume	Weapon Master mode: in the Shop – see page 158 or complete Chapter 8-6
32	Astaroth's profile	Complete the Arcade mode with Astaroth
33	Astaroth's weapon demonstration	Weapon Master mode: in the Shop of Sub-Chapter 1 (Price 2700)
34	Astaroth's third costume	Weapon Master mode: in the Shop – see page 158
35	Ivy's profile	Complete the Arcade mode with Ivy
36	Ivy's weapon demonstration	Weapon Master mode: in the Shop of Sub-Chapter 1 (Price 3100)
37	Ivy's third costume	Weapon Master mode: in the Shop – see page 158
38	Kilik's profile	Complete the Arcade mode with Kilik
39	Kilik's weapon demonstration	Weapon Master mode: in the Shop of Sub-Chapter 1 (Price 3000)

No.	Extra to be unlocked	Requirement
40	Xianghua's profile	Complete the Arcade mode with Xianghua
41	Xianghua's weapon demonstration	Weapon Master mode: in the Shop of Sub-Chapter 1 (Price 3700)
42	Xianghua's third costume	Weapon Master mode: in the Shop - see page 158
43	Maxi's profile	Complete the Arcade mode with Maxi
44	Maxi's weapon demonstration	Weapon Master mode: in the Shop of Sub-Chapter 1 (Price 2400)
45	Necrid's profile	Complete the Arcade mode with Necrid
46	Necrid's weapon demonstration	Weapon Master mode: in the Shop of Sub-Chapter 1 (Price 4300)
47	Heihachi's/Spawn®'s/Link's profile	Complete the Arcade mode with Heihachi, Spawn® or Link
48	Heihachi's/Spawn®'s/Link's weapon demonstration	Weapon Master mode: in the Shop of Sub-Chapter 1 (Price 5000)
49 (only GC)	Link's third costume	Weapon Master mode: in the Shop – see page 158
50 (only GC)	Link's fourth costume	Weapon Master mode: in the Shop – see page 158
49 (GC:51)	Sophitia's profile	Complete the Arcade mode with Sophitia
50 (GC:52)	Sophitia's weapon demonstration	Weapon Master mode: in the Shop of Sub-Chapter 1 (Price 3300)
51 (GC:53)	Sophitia's third costume	Weapon Master mode: in the Shop – see page 158
52 (GC:54)	Seung Mina's profile	Complete the Arcade mode with Seung Mina
53 (GC:55)	Seung Mina's weapon demonstration	Weapon Master mode: in the Shop of Sub-Chapter 1 (Price 2900)
54 (GC:56)	Seung Mina's third costume	Weapon Master mode: in the Shop – see page 158
55 (GC:57)	Yoshimitsu's profile	Complete the Arcade mode with Yoshimitsu
56 (GC:58)	Yoshimitsu's weapon demonstration	Weapon Master mode: in the Shop of Sub-Chapter 1 (Price 1900)
57 (GC:59)	Charade's profile	Complete the Arcade mode with Charade
58 (GC:60)	Charade's weapon demonstration	Weapon Master mode: in the Shop of Sub-Chapter 1 (Price 4600)
59 (GC:61)	Cervantes' profile	Complete the Arcade mode with Cervantes
60 (GC:62)	Cervantes' weapon demonstration	Weapon Master mode: in the Shop of Sub-Chapter 1 (Price 2600)
61 (GC:63)	Game mode – Extra Arcade	Complete the Arcade mode or play ten times
62 (GC:64)	Game mode – Extra VS Battle	Complete the Extra Arcade mode or play five times
63 (GC:65)	Game mode – Extra Time Attack (Standard)	Complete the Time Attack mode or play five times. Alternatively, complete Chapter 5-1 in the Weapon Master mode
64 (GC:66)	Game mode – Extra Time Attack (Alternative)	Complete the Time Attack (Standard) mode or play five times. Alternatively, complete Chapter 9-4 in the Weapon Master mode

No.	Extra to be unlocked	Requirement
65 (GC:67)	Game mode – Extra Time Attack (Extreme)	Complete the Extra Time Attack (Alternative) mode or play five times. Alternatively, complete Extra Chapter 1-1 in the Weapon Master mode
66 (GC:68)	Game mode – Extra Survival (Standard)	Complete the Survival mode or play five times. Alternatively, complete Chapter 6-5 in the Weapon Master mode
67 (GC:69)	Game mode – Extra Survival (Deathmatch)	Defeat 20 opponents in the Extra Survival (Standard) mode or play five times. Alternatively, complete Sub-Chapter 4-3 in the Weapon Master mode
68 (GC:70)	Game mode – Extra Survival (No Recovery)	Defeat 20 opponents in the Extra Survival (Deathmatch) mode or play five times. Alternatively, complete Extra Chapter 2-2 in the Weapon Master mode
69 (GC:71)	Game mode – Extra Team Battle	Complete the Team Battle mode or play five times. Alternatively, complete Sub-Chapter 1-1 in the Weapon Master mode
70 (GC:72)	Game mode – Extra VS Team Battle	Complete the Extra Team Battle mode or play five times
71 (GC:73)	Game mode – Extra Practice	Complete Chapter 1-1 in the Weapon Master mode
72 (GC:74)	The Art Gallery (Hi-Res)	Weapon Master mode: in the Shop – see page 158
73 (GC:75)	The Art Gallery (Illustrations)	Weapon Master mode: in the Shop – see page 158
74 (GC:76)	The Art Gallery (Special)	Weapon Master mode: in the Shop – see page 158
75 (GC:77)	The Battle Theater	Weapon Master mode: in the Shop – see page 158
76 (GC:78)	The Weapon Gallery	Weapon Master mode: in the Shop – see page 158
77 (GC:79)	The Weapon Master Opening	Complete Chapter 10-3 in the Weapon Master mode
78 (GC:80)	The Weapon Master Ending	Complete Chapter 10-3 (Extra Missions) in the Weapon Master mode
79 (GC:81)	The Opening (Home Ver.)	Defeat 30 opponents in the Extra Survival (No Recovery) mode or play five times
80 (GC:82)	The Opening (Arcade Ver.)	Complete the Extra Time Attack (Extreme) mode or play five times
81 (GC:83)	The Ending (Arcade Ver.)	Weapon Master mode: in the Shop – see page 158
82 (GC:84)	The Arena Hwangseo Palace/Phoenix Court	Weapon Master mode: complete Chapter 7-2
83 (GC:85)	The Arena Lakeside Coliseum	Weapon Master mode: complete Chapter 1-3
84 (GC:86)	The Arena Money Pit/Top Tier	Weapon Master mode: complete Chapter 4-1
85 (GC:87)	The Arena Egyptian Crypt	Weapon Master mode: complete Chapter 8-5
86 (GC:88)	The Arena Labyrinth	Weapon Master mode: complete Chapter 6-6

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Creative Competitions
What would you say to a Soulcalibur II competition where your knowledge of the characters and weapons as well as your creative skills could win you fantastic prizes? Where taking part invites you to discuss your artistic talents and those of other fans from around the world? Sounds good? It is, so drop in for more details and have a look at winners of previous creative competitions.

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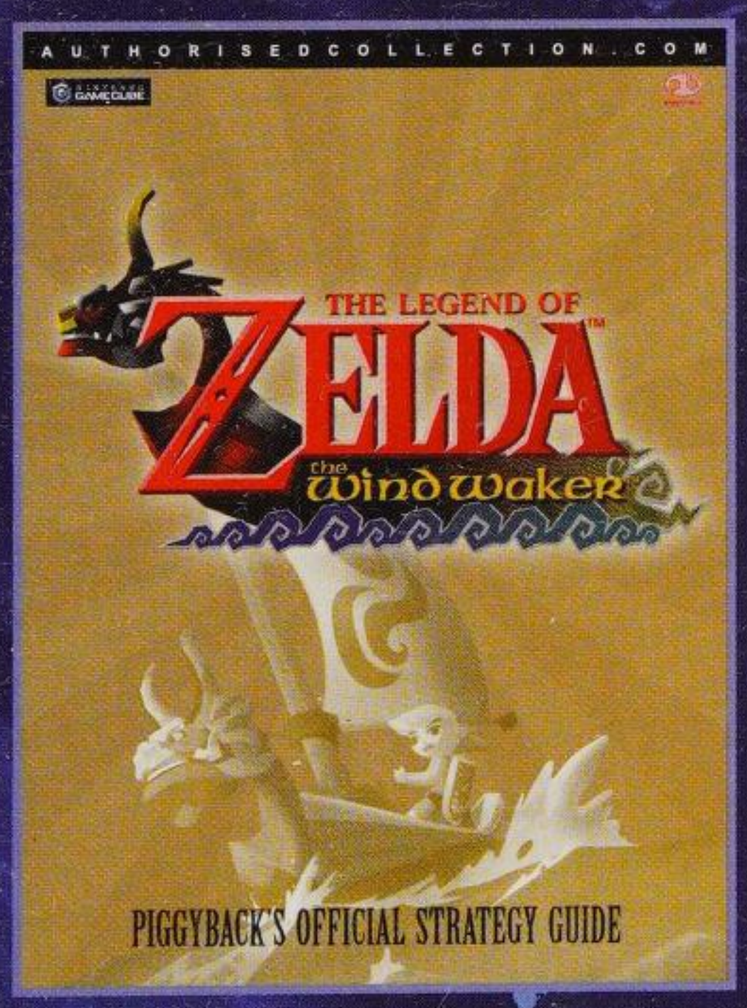

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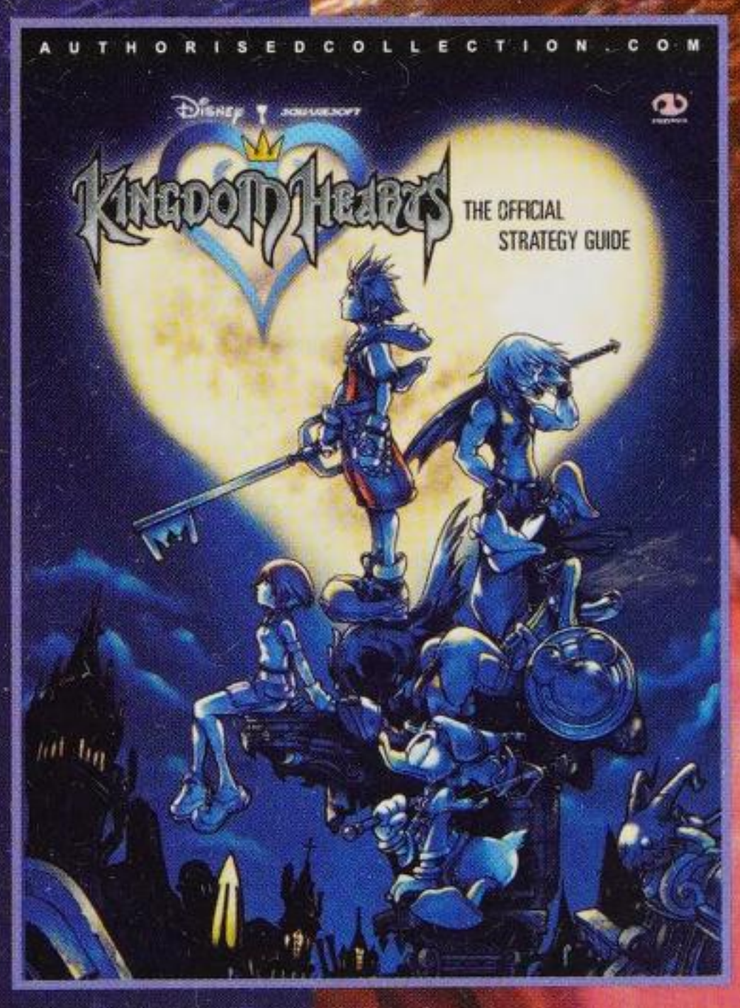

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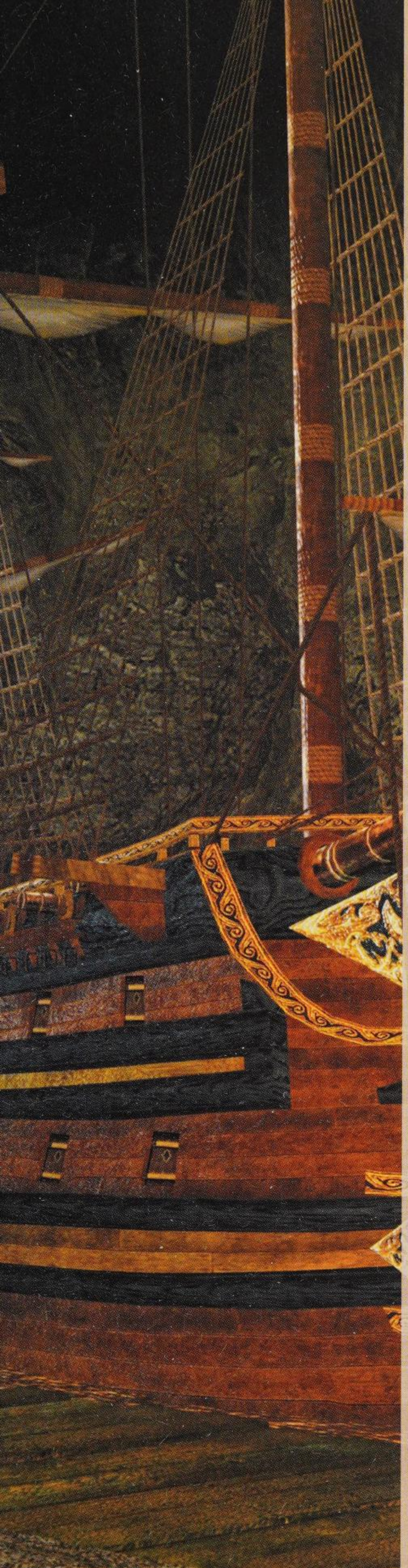
MOVE LISTS

It is imperative to know all about your character's special moves (as well as those of your opponent) if you wish to master Soulcalibur II.



All special moves at a glance

1 Names of the **special moves**.

2 Read how to carry out the special move under **Entry**. Please refer to the Basics chapter or turn to the back cover fold-out.

3 The **Attack level** column contains information on the level where the respective attack will hit:
- Low (L), middle (M), high (H) or (S-MID) SM.
- Throw indicates that this attack is a throw attack.
- AT means Attack Throw and points out that a Throw is possible under certain circumstances.
- U indicates if it is an unblockable attack.
- Special (SP) reveals whether the special move depends, for instance, on a position or on the way in which a character moves, rather than an attack.

4 This column shows you how much **damage** the individual attacks of a special move will cause.

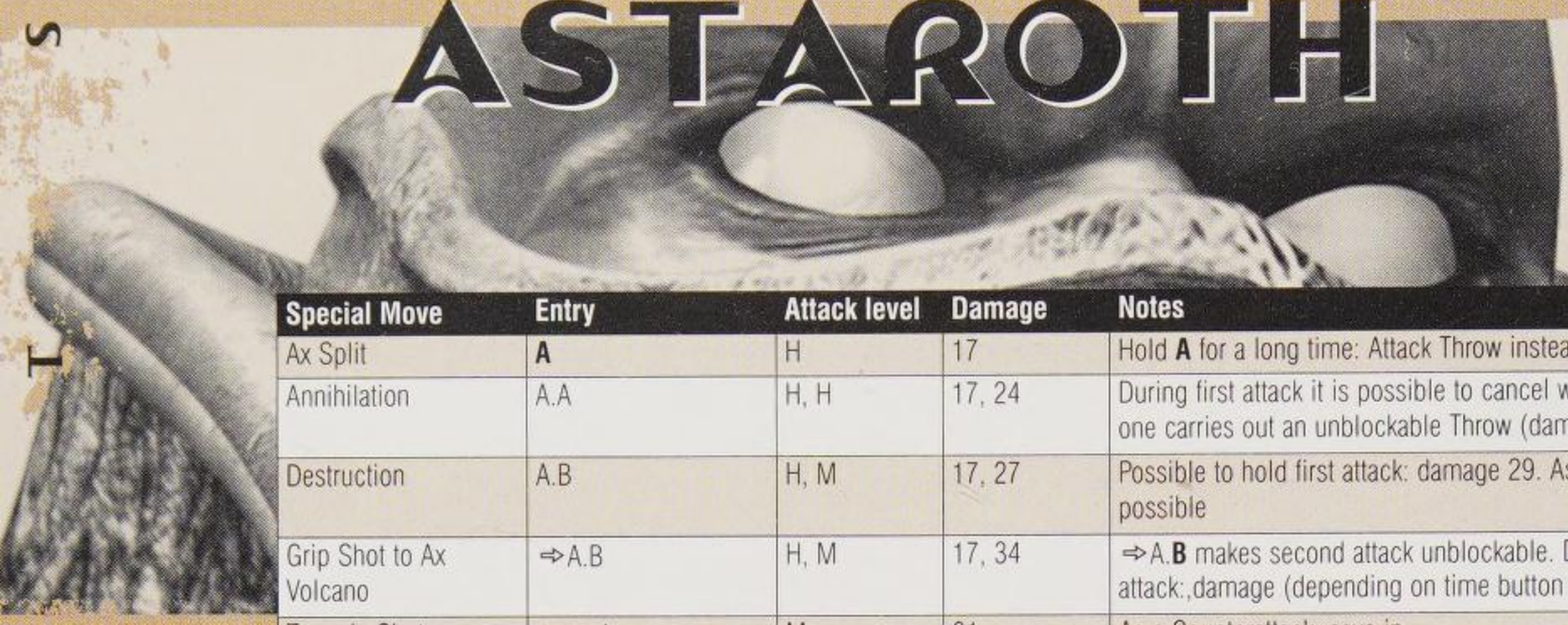
5 Under **Notes** you will find important additional information on the special moves: whether or not attacks can be delayed, whether or not you can abort the move prematurely and what will happen if the attack hits as a Counterattack. All these details are found in this column. Please read the Basics chapter for detailed information on the specialised terms used.

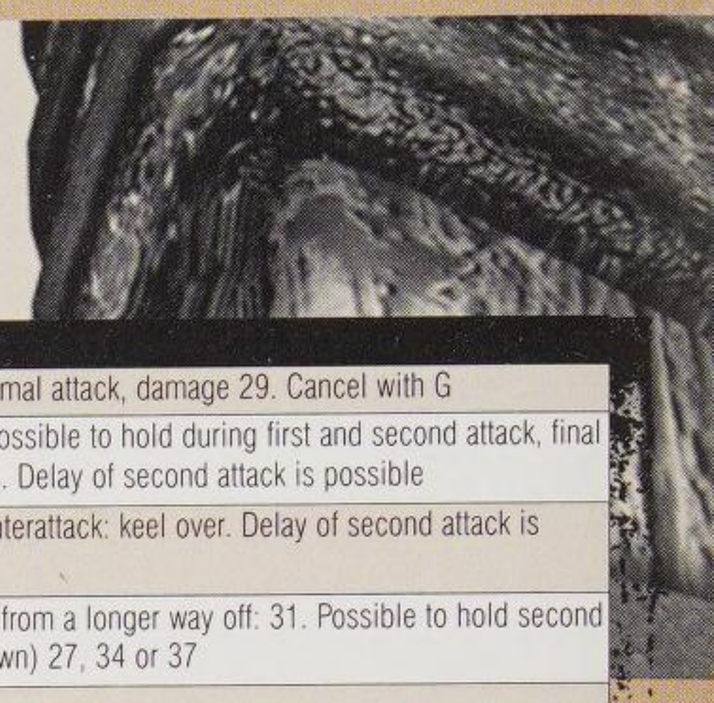
1 2 3 4 5

MOVE LISTS

	Special Move	Entry	Attack level	Damage	Notes
Mou Jiann Rhythm		While getting up A,A	M, M	18, 18	-
Shiang Ryh Kwei		While getting up B	M, M	28, 18	-
Shiang Gyh Kwei Feint		While getting up bA	L	28	Cancel with G
Hou Lee	Rising Shu Shan	While getting up K	L, M	24, 24	While getting close to a wall, **K** for another mid attack(damage 30). First attack only hits opponent lying on the ground
	Mei Hua Dance	While getting up A+B,A	L, H, H	17, 15, 25	-
	Mei Hua Divide	While getting up A+B,B	L, H, H	17, 15, 37	-
	Mei Hua Carve	While getting up A+B,B,B	L, H, L	17, 15, 25	-
	Spinning Jiann Slice	Back facing opponent A	H	22	-
	Spinning Hua Bann	Back facing opponent B	M	30	-
	Spinning Yuen Kick	Back facing opponent K	M	20	-
	Spinning Rhythm Halt	While crouching and back facing opponent A	L	14	-
	Spinning Rhythm Break	While crouching and back facing opponent B	M	23	-
	Spinning Woan Shyong Nibble	While crouching and back facing opponent K	L	13	-
	Sparrow Spin Blade	Jump A	H	31	-
	Sparrow Flutter Blade	Jump B	M	26	-
	Mei Hua Circle	Jump K,B or Jump K,B,B	M, M	22, 30	If second attack hits as a Counterattack, opponent flies up in the air. If the player is on the right: Jump K,↑B
	Lower Jiann Slice	Jump (delayed) A	L	15	-
	Flying Shiang Ryh Kwei	Jump (delayed) B	M, M	28, 18	-
	Rolling Woan Shyong Nibble	Jump (delayed) K	L	24	-
Hou Lee	Hou Lee	A+K	SP	-	**A+K** to increase number of spins and distance
	Lower Great Wall	1. spin by Hou Lee B	M	48	In SC2: Guard Break. In SC3: unblockable
	Lower Great Wall Punishment	2. spin by Hou Lee B	M	60	Guard Break. In SC3: unblockable
Bea Her Hua	Bea Her Hua	-	SP	-	Automatic Guard Impact against high and mid attacks
	Swallow Blade	During Bea Her Hua A	H	25	-
	Rhythm Blade	During Bea Her Hua B	H	37	-
8-Way Run	Cross Lian Hun	→A	H	30	-
	Playful Rhythm	→B,B	M, M	25, 35	-
	→Laughing Bea Her Hua	→B← or →B,B←	→SP	-	Automatic Guard Impact against vertical high and mid attacks
	Sliding	→K	L	28	-
	Great Wall	→A+B	M	45	-
	Advancing Bea Her Hua	→B+K	SP	-	Automatic Guard Impact against horizontal high attacks
	Hou Lee	→A+K	SP	-	Shifts to Hou Lee position
	Li	↗A	M	35	As a Counterattack: stagger
	San Jaan	↗B	M, M, M	20, 20, 20	Cancel with G
	Swallow's Blade	↗K,A	H, H	20, 25	-
	→Bea Her Hua	↗K,A,B+K	→SP	-	Automatic Guard Impact against horizontal high attacks
	Ma Chueh	↗A+B	H	30	As a Counterattack: cave in
	Bea Her Hua	↗B+K	SP	-	Shifts to Bea Her Hua position
	Hou Lee	↗A+K	SP	-	Shifts to Hou Lee position
	Li	↘A	M	35	As a Counterattack: stagger
	San Jaan	↘B	M, M, M	26, 20, 20	Cancel with G
	Swallow's Blade	↘K,A		20, 25	-
	→Bea Her Hua	↘K,A,B+K	→SP	-	Automatic Guard Impact against high and mid attacks
	Ma Chueh	↘A+B	H	30	As a Counterattack: cave in
	Bea Her Hua	↘B+K	SP	-	Shifts to Retreating Bea Her Hua position
	Hou Lee	↘A+K	SP	-	Shifts to Hou Lee position
	Spinning Lian Hua	↑A	M, M	18, 18	-
	Playful Slice	↑B	M	30	If attack is executed with a delay, opponent doesn't fall over (damage 25)

ASTAROTH





Special Move	Entry	Attack level	Damage	Notes
Ax Split	**A**	H	17	Hold **A** for a long time: Attack Throw instead of normal attack, damage 29. Cancel with G
Annihilation	A.A	H, H	17, 24	During first attack it is possible to cancel with G. Possible to hold during first and second attack, final one carries out an unblockable Throw (damage 29). Delay of second attack is possible
Destruction	A.B	H, M	17, 27	Possible to hold first attack: damage 29. As a Counterattack: keel over. Delay of second attack is possible
Grip Shot to Ax Volcano	⇨A.B	H, M	17, 34	⇨A.**B** makes second attack unblockable. Damage from a longer way off: 31. Possible to hold second attack:,damage (depending on time button held down) 27, 34 or 37
Tornado Shot	⇨⇨A	M	31	As a Counterattack: cave in
Tornado Spike	⇨⇨**A**.B	M, M	37, 72	If the first attack hits as a Counterattack: cave in. Second attack: Guard Break
Hades Break	⇩A	L	22	-
Vicious Circle	⇗ or ⇘A	H	37	⇗ or ⇘**A** makes the attack unblockable: damage 55
Discus	⇙A	L	34	Possible to hold, at maximum: damage 43
Double Discus	⇙**A**.A	L, L	43, 34	-
Discus Breaker	⇙**A**.B	L, M	43, 74	-
Hades Control	⇦A	H	25	⇦**A** Throw instead of normal attack: damage 28. As a Counterattack: flies away
Hades Divide	⇦⇦A	M	28	Possible to hold: damage 38. As a Counterattack: flies away
Poseidon Tide Rush	⇩⇙⇦A.A.A.A.A.A	M (AT), M X5	18, 9 x 5	Directional buttons move character. If the first attack hits, then an Attack Throw automatically follows (damage 65)
Hell Hammer	**B**	M	43	In SC2: Guard Break
Bear Tamer	B.A or B⇖ or ⇧ or ⇗A	M, H	22, 27	During first attack it is possible to cancel with G. If character is on the right: B⇙ or ⇩ or ⇘A. Delay of second attack possible
Great Divide	B.B	M, M	22, 31	Possible to hold second attack: damage 54, Guard Break
Ax Butt	B⇨	M	18	-
Ax Butt Charge	B⇨K	M, M	18, 25	If the first and second attack hit as a Counterattack: opponent flies up in the air
Ax Side Divide	B.B⇨	M, M	22, 27	As a Counterattack: keel over
Ax Side Cannon	⇨B	M	32	As a Counterattack and close to opponent: keel over
Ax Crash	⇨⇨B	M	49	Hit from a longer way off: attack level High, damage 45. In SC2: Guard Break
Ax Volcano	⇘B	M	36	⇘**B** for unblockable attack: damage 45
Hades	⇩B	M	31	Possible to hold: damage 49. Guard Break. In SC3: unblockable
Ax Grave	⇙B	L	31	-
Bear Fang	⇦B	M	27	Possible to hold: damage 49. As a Counterattack: flies away
Canyon Creation	⇦⇦B	M	45	⇦⇦**B** for unblockable attack: damage 90. Cancel with G
Azazel	⇦⇦B⇧ or ⇩	M	45	-
Azazel Tackle	⇦⇦B⇧ or ⇩K	M, M	45, 36	-
Flying Divide	⇗B	M	54	Possible to hold, at maximum: damage 63 and Guard Break
Moloch's Vice	K	H	20	With **K** Attack Throw instead of normal attack: damage 45. Cancel with G
Hades Knee	⇨K	M	25	As a Counterattack: the opponent flies higher
Bull Rush	⇨⇨K	M	31	Possible to hold: damage 47. From a long way off: damage 54. Cancel with G
Dark Tamer	⇘K.A	M, H	18, 40	Possible to hold first attack: damage 36
Dark Tamer (Hold)	⇘K.**A**	M, M	18, 29	Possible to hold first attack: damage 36
Bull Low Kick	⇩K	L	14	-
Reverse Tamer	⇙K.A	L, H	27, 50	As a Counterattack: the opponent flies up in the air
Command Kicks	⇦K.K	M, M, M, M	16, 19, 16, 19	Delay of second attack is possible
Lower Command Kick	⇦⇦K	M	30	-
Titan Ax	A+B (or ⇧A+B)	M	32	(If the player is on the right: ⇩A+B)
Offering	⇘A+B	M	40	⇘**A**+**B** Throw instead of normal attack. In SC1: Guard Break
Breath of Hades	⇦A+B	M	21	⇦**A**+**B** for unblockable Throw: Damage 28, 30
Atlas Punishment	⇨A+B	M	34	Possible to hold: damage 46
Guard Crusher	B+K	H (AT)	23	-
Body Splash	⇨B+K	H	33	Possible to hold, at maximum: damage 45 and knock down. As a Counterattack: knock down
Ax Lower Cannon	⇘B+K	L	50	If the attack is close up, an Attack Throw can follow with B: damage 50, 34 (14)
Demented Moon	⇩⇘⇨B+K	M, U	108	Cancel with G
Minotaur Crush	A+K	M	20	As a Counterattack: stagger
Hades Break	While crouching A	L	18	-
Dark Split	While crouching B	SM	23	-
Bull Kick	While crouching K	L	14	-
Bull Rush	While crouching ⇘K	M	31	Possible to hold, at maximum: propels back
Reverse Spiral Ax	While getting up A	H	43	With a hit from a long way off: damage 54
Hades Rising	While getting up B	M	29	With a hit from a long way off: damage 25
Rising Cyclone	While getting up K.A	M, L	21, 41	As a Counterattack: pitch over
Reverse Ax Split	Back facing opponent A	H	22	-

Special Move	Entry	Attack level	Damage	Notes
Reverse Dark Split	Back facing opponent B	M	20	-
Reverse Bull Kick	Back facing opponent K	H	31	-
Lower Hades Split	While crouching and back facing opponent A	L	18	-
Lower Dark Split	While crouching and back facing opponent B	M	25	-
Lower Sweep	While crouching and back facing opponent K	L	16	-
Side Divide	Back facing opponent B+K	M	31	As a Counterattack: keel over
Great Annihilation	Jump A	H	35	-
Greater Divide	Jump B	M	37	-
Great Kick	Jump K	M	25	-
Diving Break	Jump (delayed) A	L	27	-
Diving Divide	Jump (delayed) B	M	39	-
Diving Tamer	Jump (delayed) K	L	21	Jump with ↖: damage 18, the opponent doesn't fall over
Tornado Shot	→A	M	31	As a Counterattack: cave in
Tornado Spike	→**A**.B	M, M	37, 72	If the first attack hits as a Counterattack: cave in. Second attack: Guard Break
Ax Crash	→B	M	49	From a long way off: attack level High, damage 45. In SC2: Guard Break. As a Counterattack: knock down
Sliding	→K	L	37	-
Body Splash	→B+K	H	33	Possible to hold, at maximum: damage 45. As a Counterattack: knock down. Automatic Guard Impact against high and mid attacks
Tornado Shot	↗A	M	31	As a Counterattack: cave in
Tornado Spike	↗**A**.B	M, M	37, 72	If the first attack hits as a Counterattack: cave in. Second attack: Guard Break
Ax Volcano	↗B	M	36	Possible to hold, at maximum: unblockable, damage 45. As a Counterattack: opponent flies up in the air
Bull Rush	↗K	M	31	Possible to hold, at maximum : damage 59
Titan Swing	↗A+B	H	35	Possible to hold, at maximum: unblockable, damage 85
Tornado Shot	↘A	M	31	As a Counterattack: cave in
Tornado Spike	↘**A**.B	M, M	37, 72	If the first attack hits as a Counterattack: cave in. Second attack: Guard Break
Ax Volcano	↘B	M	36	Possible to hold, at maximum: unblockable, damage 45. As a Counterattack: opponent flies up in the air
Bull Rush	↘K	M	31	Possible to hold, at maximum: damage 59
Titan Swing	↘A+B	H	35	Possible to hold, at maximum: unblockable, Damage 85
Poseidon Crest	↑A.A	M, M	25, 25	-
Hades Cannon	↑B	M	54	-
Stamp of Hades	↑K	M	37	Possible to hold, at maximum: damage 43
Titan Swing	↑A+B	H	35	Possible to hold, at maximum: unblockable, damage 85
Poseidon Crest	↓A.A	M, M	25, 25	-
Hades Cannon	↓B	M	54	-
Stamp of Hades	↓K	M	37	Possible to hold, at maximum: damage 43
Titan Swing	↓A+B	H	35	Possible to hold, at maximum: unblockable, damage 85
Discus	↖A	L	34	Possible to hold, at maximum: damage 43
Double Discus	↖**A**.A	L, L	43, 34	-
Discus Breaker	↖**A**.B	L, M	43, 74	-
Azazel	↖B	M	45	Possible to hold, at maximum: Guard Break (in SC1) and unblockable (in SC3), damage 54
Azazel Tackle	↖B.K	M, M	45, 36	Possible to hold, at maximum: Guard Break (in SC1) and unblockable (in SC3), damage 54
Lower Command Kick	↖K	M	30	-
Titan Swing	↖A+B	H	35	Possible to hold, at maximum: unblockable, damage 85
Guard Crush	↖B+K	H (AT)	23	-
Discus	↙A	L	34	Possible to hold, at maximum: damage 43
Double Discus	↙**A**.A	L, L	43, 34	-
Discus Breaker	↙**A**.B	L, M	43, 74	-
Azazel	↙B	M	45	Possible to hold, at maximum: Guard Break (in SC1) and unblockable (in SC3), damage 54
Azazel Tackle	↙B.K	M, M	45, 36	Possible to hold, at maximum: Guard Break (in SC1) and unblockable (in SC3), damage 54
Lower Command Kick	↙K	M	30	-
Titan Swing	↙A+B	H	35	Possible to hold, at maximum: unblockable, damage 85
Guard Crush	↙B+K	H (AT)	23	-
Hades Divide	←A	M	28	Possible to hold: attack results in lurch, damage 38. As a Counterattack: flies away
Canyon Creation	←B	M	45	←**B** for unblockable attack: damage 90. Cancel with G. In SC3: unblockable and plunge
Azazel	←B⇧ or ⇩	M	45	-
Azazel Tackle	←B⇧ or ⇩K	M, M	45, 36	-
Lower Command Kick	←K	M	30	-
Breath of Hades	←A+B	M	21	Possible to hold, at maximum: unblockable, damage 85
Guard Crush	←B+K	H (AT)	23	-

8 Way Run

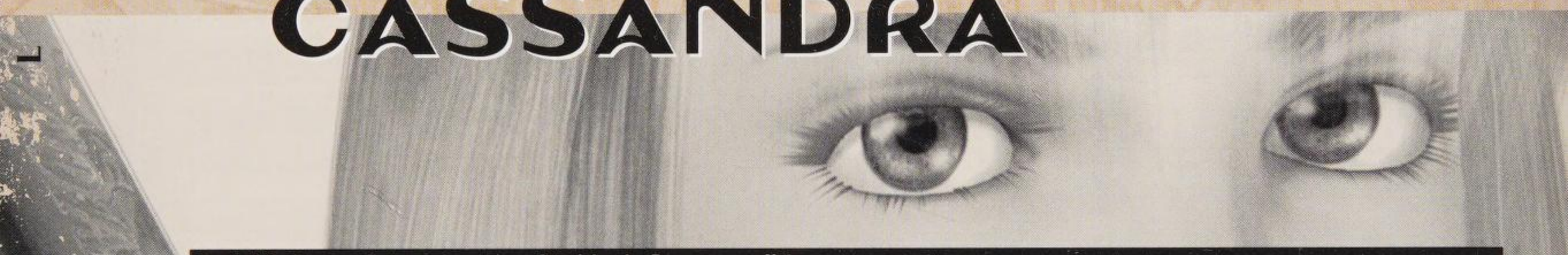
BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

	Special Move	Entry	Attack level	Damage	Notes
Throws	Maelstrom Divide	A+G	Throw	60	Escape with A
	Hades Destroyer	B+G	Throw	60	Possible to hold, escape with B
	Beat Down	On opponent's left A+G or B+G	Throw	75	Escape with A or B depending on which Throw is entered
	On Silent Wings	On opponent's right A+G or B+G	Throw	70	Escape with A or B depending on which Throw is entered
	The Rack	Behind opponent A+G or B+G	Throw	44	No escape possible (except for Voldo and Astaroth)
	Flight of the Wicked	B+G←	Throw	44	Escape with B
	Titan Bomb	B+G→	Throw	68	Escape with A
	Drop of Lava	Facing crouching opponent ↓A+G or B+G	L Throw	70	Escape with A or B depending on which Throw is entered
	Flood of Lava	Facing crouching opponent ↘A+G or B+G	L Throw	70	Escape with A or B depending on which Throw is entered
	Wrath of the Damned	Facing opponent in the air B+G	S-MID Throw	45	No escape possible
	Dark Immolator	Opponent on the ground ↓A	Throw	21	No escape possible
	Burial	Opponent on the ground ↓A+B or B+K	Throw	18, 30	Face down/head forward or face up/feet forward: escape with A or B depending on which Throw is entered. Face down/feet forward or face up/head forward: no escape possible (except for Voldo and Astaroth)
Wall Jump	Diving Break	During Wall Jump A	L	27	-
	Diving Divide	During Wall Jump B	M	39	-
	Diving Tamer	During Wall Jump K	L	21	-

CASSANDRA



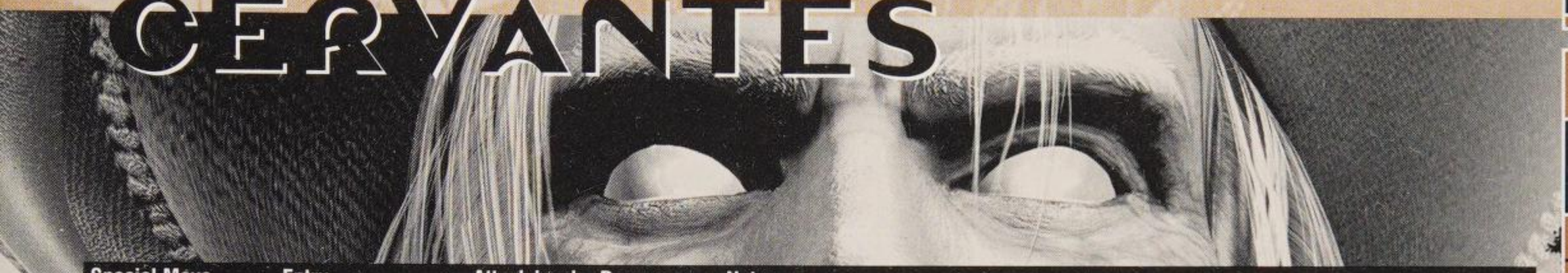
Special Move	Entry	Attack level	Damage	Notes
Slide Flow	A.A	H, H	13, 16	During first attack, possible to cancel with G
Slide Rush	A.B.B	H, H, M	13, 11, 38	Delay of second and third attack is possible
Slide Sweep	A.B.K	H, H, L	13, 11, 20	-
Slide Tornado	A.K	H, H	13, 22	-
Slide Feint	agA	M	36	As a Counterattack: opponent flies up in the air
False Slide Kick	⇨A.K	M, M	21, 30	As a Counterattack: keel over
Angel Snipe	⇨⇨A	M	32	-
Reverse Illusion	↘A.B	M, M	23, 35	Delay of second attack is possible
Holy Purification	⇦A	H	35	Automatic Guard Impact against horizontal high and mid attacks. Thereafter automatic Counterattack
Cutlass Serendipity	⇦⇦A.A	H, L	25, 30	Possible to hold first attack, at maximum: damage 43
Cutlass Thruster	⇦⇦A.B	H, M	25, 32	In SC3: unblockable. Possible to hold first attack, at maximum: damage 43
Undertow	↙A	L	36	-
Under Slide Blade	↓A	SM	13	-
Dancing Shield	B.B	M, M	16, 18	During first attack possible to cancel with G. Delay of second attack is possible. If delayed, possible to hold, at maximum: damage 40
Shield Upper	B⇨	M	22	As a Counterattack: keel over
Shield Nova	B⇨B	M, M	16, 30	Delay of second attack is possible
Nasty Impale Alpha	B↓	L	15	-
Nasty Impale Omega	B↓B.B.B.K	L, L, L, L, M	15, 7, 7, 7, 20	-
Angel's Wave	B.K	M, M	16, 22	-
Artemis Dart	⇨B	H	36	-
Angel Rush	⇨⇨B.B	M, M	23, 28	-
Heaven Lift	↘B	M	32	-
Destined Greatness	⇦B	M	21	Automatic Guard Impact against vertical high and mid attacks: damage 30. Thereafter automatic Counterattack
Heaven's Wing	⇦⇦B	M	32	-
Under Splash	↙B	M	18	-
Guardian Strike	↓B.B	SM, M	16, 28	During second hit K for a further attack (mid): damage 20
Guardian Wings	↓B.b↑B.A.A	SM, M, M, M	16, 35, 18, 30	-
Guardian's Judgment	↓B.b↑B.A.K	SM, M, M, M	16, 35, 18, 40	-

Special Move	Entry	Attack level	Damage	Notes
Shield Slaps	bA.A.A or ⇨⇨bA.A.A	H, H, H	16, 16, 25	Delay of third attack is possible
Heaven's Guardian	⇦⇦bA	L, H (U)	50, 50	Cancel with G
Holy High Kick	K	H	16	Cancel with G
High Knee	⇨K	M	25	-
Plasma Blade	⇨⇨K	M	23	-
Angel Side Kick	⇘K	M	22	-
Spring Under Kick	⇩K	L	12	-
Grace Sault	⇖K or kB	M	32	-
Falling Angel	During SCE ⇖K.B or kB.B	M, M	32, 55	Guard Break. In SC3: unblockable
Seraphim Heel	⇙K	L	25	As a Counterattack: floored
Hip Charge	⇦K	M	30	-
Gaia Kick	⇦⇦K	M	27	As a Counterattack: opponent is hurled away
Seraphim Sault	⇧ or ⇗K.K	M, M	25, 30	Delay of second attack is possible
Tempest	A+B	M, M	16, 30	-
Shooting Star	⇨⇨A+B	M	52	In SC3: unblockable
Twin Step Grace	⇘A+B or ⇦⇦A+B	M, M	14, 19	-
Gaia Quake	⇧A+B	M	35	⇧**A**+**B** for unblockable: damage 55. If stops briefly: Guard Break, damage 40. When standing still, possible to cancel with G
Temporal Ascension	B+K.B	M, M	30, 30	Possible to hold second attack, at maximum: damage 50
Angel Press	⇨⇨B+K	M	23	In SC2: Guard Break
Olympus Shower	⇦⇦B+K	M	43	In SC3: unblockable
Under Slide Blade	While crouching A	SM	13	-
Under Splash	While crouching B	M	18	-
Shield Swipe	While crouching ⇘B	SM	30	Automatic Guard Impact against mid and low attacks. Thereafter automatic Counterattack
Shield Spikes	While crouching ⇘B.B	SM, M	18, 38	During second attack possible to cancel with G
Spring Under Kick	While crouching K	L	12	-
Mirage Satellite	While getting up A	M	32	Possible to hold, at maximum: damage 45. As a Counterattack: spin 180°
Exile	While getting up B	M	18	-
Angel's Spring	While getting up K	M, M	16, 16	-
Flipside Slide Blade	Back facing opponent A	H	25	-
Flipside Sword Splash	Back facing opponent B	M	30	-
Flipside High Kick	Back facing opponent K	H	23	-
Flipside Under Slide Blade	Crouching and back facing opponent A	L	15	-
Flipside Under Splash	Crouching and back facing opponent B	M	23	-
Flipside Spring Under Kick	Crouching and back facing opponent K	L	13	-
Leaping Slide Spin	Jump A	H	33	Jump with ⇖: damage 28
Leaping Sword Splash	Jump B	M	41	Jump with ⇖: damage 36
Holy Crest	**G** Jump K	M	30	Jump with ⇖: damage 25
Diving Under Slide Blade	Jump (delayed) A	L	25	-
Diving Exile	Jump (delayed) B	M	33	-
Diving Spin Kick	Jump (delayed) K	M	24	-
Angel Step				
Angel Step	⇩⇘⇨	SP	-	Forward step
Luminance Fall	⇩⇘⇨A.B	M, M	30, 24	-
Angel's Exile	⇩⇘⇨B	M	48	In SC2: Guard Break
Tornado Feint	⇩⇘⇨K	M	36	-
Angel Step ~ Sidestep	⇩⇘⇨⇧ or ⇩	SP	-	During sidestep: ⇧⇧ or ⇩⇩ to run up a nearby wall
Luminance Fall	⇩⇘⇨⇧ or ⇩*A.B	M, M	30, 24	-
Guardian Wing	⇩⇘⇨⇧ or ⇩*B.A.A	M, M, M	40, 18, 30	-
Guardian's Judgment	⇩⇘⇨⇧ or ⇩*B.A.K	M, M, M	40, 18, 40	-
Seraphim Sault	⇩⇘⇨⇧ or ⇩*K.K	M, M	25, 30	Delay of second attack is possible
Angel Twirl				
Angelic Twirl	⇩⇙⇦	SP	-	-
Angel's Wrath	⇩⇙⇦B	M	37	⇩⇙⇦bG to carry out ⇩⇙⇦G. Guard Break
Ultimate Dive	During SCE ⇩⇙⇦*B	M (U)	55	-
Nephilim Shield	⇩⇙⇦G	SP	-	Automatic Guard Impact against vertical high and mid attacks. Thereafter automatic Counterattack with Angel's Strike: damage 40
Painful Fate	During Angel Strike ⇦	T	20	If timing good: damage 35

Special Move	Entry	Attack level	Damage	Notes
Angel Snipe	→A	M	32	-
Angel Rush	→B.B	M, M	23, 28	-
Shield Slaps	→bA.A.A	H, H, H	16, 16, 25	Delay of third attack is possible
Sliding	→K	L	28	-
Grace Sault	→kB	M	32	-
Angel Fall	During SCE →kB.B	M, M	32, 55	Only possible at SC2. Guard Break. In SC3: unblockable
Shooting Star	→A+B	M	52	-
Angel's Embrace	→B+G	T	32	Escape with B
Angel Snipe	↗A	M	32	-
Rothion Mauler	↗B	M	40	-
Seraphim Kicks	↗K.K	L, H	15, 32	-
Seraphim Tornado	↗K*K	L, M	15, 36	-
Grace Sault	↗kB	M	32	-
Angel Fall	During SCE ↗kB.B	M, M	32, 55	-
Twin Step Grace	↗A+B	M, M	14, 39	-
Olympus Shower	↗B+K	M	43	In SC3: unblockable
Angel Snipe	↘A	M	32	-
Rothion Mauler	↘B	M	40	-
Seraphim Kicks	↘K.K	L, H	15, 32	-
Seraphim Tornado	↘K*K	L, M	15, 36	-
Grace Sault	↘kB	M	32	-
Angel Fall	During SCE ↘kB.B	M, M	32, 55	-
Twin Step Grace	↘A+B	M, M	14, 39	-
Olympus Shower	↘B+K	M	43	-
Shield Slide Rush Illusion	↑A.A	H, M	20, 30	If the player is on the right: ↓A.A. If the first attack hits as a Counterattack: cave in
Elk Strike	↑B	M	38	Possible to hold, at maximum: damage 48
Hip Charge Surprise	↑K.K	L, M	25, 20	-
Grace Sault	↑kB	M	32	-
Angel Fall	During SCE ↑kB.B	M, M	32, 55	-
Twin Step Grace	↑A+B	M, M	14, 39	-
Olympus Shower	↑B+K	M	43	-
Shield Slide Rush	↓A.A	H, H	20, 30	If the player is on the right: ↑A.A. If the first attack hits as a Counterattack: cave in
Elk Strike	↓B	M	38	Possible to hold, at maximum: damage 48
Hip Charge Surprise	↓K.K	L, M	25, 20	-
Grace Sault	↓kB	M	32	-
Angel Fall	During SCE ↓kB.B	M, M	32, 55	-
Twin Step Grace	↓A+B	M, M	14, 39	-
Olympus Shower	↓B+K	M	43	-
Silent Dawn	↖A.K	M, L	32, 25	-
Pure Stinger	↖B	L	28	-
Gaia Kick	↖K	M	27	As a Counterattack: opponent is hurled away
Grace Sault	↖kB	M	32	-
Angel Fall	During SCE ↖kB.B	M, M	32, 55	-
Twin Step Grace	↖A+B	M, M	14, 39	-
Olympus Shower	↖B+K	M	43	-
Silent Dawn	↙A.K	M, L	32, 25	-
Pure Stinger	↙B	L	28	-
Gaia Kick	↙K	M	27	As a Counterattack: opponent is hurled away
Grace Sault	↙kB	M	32	-
Angel Fall	During SCE ↙kB.B	M, M	32, 55	-
Twin Step Grace	↙A+B	M, M	14, 39	-
Olympus Shower	↙B+K	M	43	-
Cutlass Serendipity	←A.A	H, L	25, 30	Possible to hold first attack, at maximum: damage 43
Cutlass Thruster	←A.B	H, M	25, 32	Possible to hold first attack, at maximum: damage 43. In SC3 second attack is unblockable
Heaven's Wing	←B	M	32	-
Heaven's Guardian	←bA	L, H (U)	50, 50	Cancel with G
Gaia Kick	←K	M	27	As a Counterattack: opponent is hurled away
Twin Step Grace	←A+B	M, M	14, 19	-
Olympus Shower	←B+K	M	43	-

	Special Move	Entry	Attack level	Damage	Notes
Throws	Guardian Revenge	A+G	T	55	Escape with A
	Seraphim Blade Twist	B+G	T	60	Escape with B
	Meteor Shower	On opponent's left A+G or B+G	T	58	Escape with A or B depending on which Throw is entered
	Seraphim Hammer	On opponent's right A+G or B+G	T	55	Escape with A or B depending on which Throw is entered
	Exile Order	Behind opponent A+G or B+G	T	60	No Escape possible (except for Voldo and Astaroth)
	Angel's Embrace	⇨⇨B+G	T	32	Escape with B
	Diving Under Slide Blade	During Wall Jump A	L	25	-
Wall Jump	Seraphim Shield	During Wall Jump B	M M	16, 30	-
	Seraphim Sault	During Wall Jump K.K	M, M	25, 32	Delay of second attack is possible
	Gaia Quake	During Wall Jump A+B	M	40	Guard Break. In SC3: unblockable

CERVANTES



Special Move	Entry	Attack level	Damage	Notes
Soul Swing	A.A	H, H	14, 15	G to cancel during first attack
Merciless Wave	A⇦	H	38	-
Cannonball Split	A⇦B	M (AT)	10	First attack is a feint, second attack is a hit. If attack is a frontal hit, Attack Throw is automatically carried out (damage 40)
Merciless Needle	A⇦B.B	M, M	10, 15	First attack is a feint, second attack is a hit
Pirate's Cross	aB	H, M	14, 21	-
Dread Wave	⇙A	L	40	Possible to hold, at maximum: damage 60
Dread Lifter	⇙A.B	M	40	First attack is a feint, second attack is a hit. In SC3: unblockable
Dread Pressure	⇙aB	M	35	Possible to hold, at maximum: unblockable and damage 50
Laser Wave	⇩A	SM	15	-
Scissor Wave	⇘A	M, M	15, 20	If first attack hits as a Counterattack: cave in (second attack only inflicts damage 15)
Scissor Lifter	⇘aB	L, M	18, 25	Possible to hold, at maximum: damage 45, second attack unblockable
Bridgette Wave	⇦A	M	22	As a Counterattack: stagger
Bridgette Slice	⇦aA	M, H	22, 24	-
Crush Keel	⇨A	H	22	As a Counterattack: pitch over
Tornado Slice	⇦⇦A	H, M	16, 24	-
Lagging Wave	⇨⇨A	H	40	-
Gentle Wave	agA	H	25	-
Bloody Storm	B.B.A	M, M, L	18, 15, 30	G to cancel during first attack. Delay of second attack possible
Quick Bloody Storm	bgB.A	M, L	15, 30	-
Wild Storm	B.B.B	M, M, M	18, 15, 26	Delay of second and third attacks possible
Quick Wild Storm	bgB.B	M, M	15, 26	Delay of second attack possible
Storm Flare	B.B⇦B	M, M, M	18, 15, 60	In SC1: Final attack Guard Break
Quick Storm Flare	bgB⇦B	M, M	15, 60	In SC1: Final attack Guard Break
Storm Generate	B⇩	M	15	If the attack hits opponent in the air, a Throw follows (damage 10, 30)
Slay Storm	⇙B	M	18	-
Spike Anchor	⇩B	M	30	-
Cannonball Lifter	⇘B	M	35	As a Counterattack: opponent flies in the air. If attack hits at close range, B triggers off another attack (mid): damage 60
Bloody Hilt Kick	⇦B.K	M, H	18, 20	-
Sail Nautilus	⇨B.B	M, M	24, 26	As a Counterattack: stagger. Possible to hold first attack, at maximum: damage 26. Delay of second attack only possible after holding
Bow Breaker	⇦⇦B	M	35	-
Bile Lunges	⇨⇨B	M (AT)	35	If attack hits opponent from close range, an Attack Throw will follow (damage 25). If the Attack Throw comes from behind: damage 35
Surprise Wave	bA	H	28	As Counterattack: hefty lurch
Anchor Kick	K	H	15	Cancel with G
Anchor Gusty Kick	K⇨	H	20	-
Head Snap Kick	kgK or ⇨⇨kB	M	28	-
Anchor Marooned Kick	⇙K	L	18	-
Anchor Bow Kick	⇩K	L	16	-
Anchor Middle Kick	⇘K	M	20	-
Anchor Steep Kick	⇦K.K	H, M	28, 28	-
Anchor Knee Kick	⇨K	M	18	-
Galleon Sinker	⇦⇦K	M	44	As a Counterattack: knock down

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS
ASTAROTH
CASSANDRA
CERVANTES
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
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VOLDO
XIANGHUA
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YUNSUNG
ASSASSIN
BERSERKER
LIZARDMAN

Special Move	Entry	Attack level	Damage	Notes
Head Scratch Kick	⇨⇨K	M	28	As a Counterattack: knock down
Eraser Wave	A+B.A	M, M, L	20, 20, 30	-
Armada Eraser	A+B.B	M, M, M, M	20, 20, 15, 30	-
Eternal Curse	↙A+B	M, U	80	Cancel with G
Killer X	⇩A+B	M	35	As a Counterattack: bounce off ground
Slant Cross	↘A+B	M	32	As a Counterattack: hefty lurch
Cross Bone Divider	⇦⇦A+B	M	40	⇦⇦**A+B** for unblockable attack. In SC1: damage 65 and Guard Break
Bloody Hoist	⇦A+B	M	28	-
Windmill	⇨⇨A+B	M, H	20, 30	-
Gale Slash	⇨A+B.B	M, M	20, 25	-
Iceberg Circular	↖A+B or ⇧A+B	M	50	Cancel with G. As a Counterattack: opponent flies higher. In SC2: Guard Break
Killer X Crawler	↗A+B	M	45	-
Pressure Astern	↗**A+B** and jump over opponent	M	40	-
Circular Ray	During Soul Charge Effect ⇧A+B	M	50	If attack hits B triggers off a further attack (mid): damage 40. In SC3: Guard Break.
Pirate's Tactics	B+K	SP	-	Automatic Guard Impact against vertical attacks. Afterwards, a Counterattack automatically follows (damage 42)
Anchor Bow Heel	↘B+K	M	35	As a Counterattack: bounce off ground
Night Raid	↙B+K	M	42	In SC2: Guard Break. Possible to hold, at maximum: damage 55 and Guard Break
High Tide Anchoring	⇩B+K	M	40	Possible to hold, at maximum: damage 60
Shadow Flare	⇦B+K	M	60	Guard Break. Cancel with G
Fang Cross	⇨B+K	M, M	15, 20	-
Pirate's Scheme	A+K	SP	-	Automatic Guard Impact against horizontal attacks. Afterwards, a Counterattack automatically follows (damage 45)
Anchor Whirlpool	↙A+K	L	30	-
Laser Wave	While crouching A	SM	15	-
Slay Storm	While crouching B	M	18	-
Anchor Bow Kick	While crouching K	L	14	-
Flying Dutchman	While crouching A+B	M, M, M, M, M, M, M	6 x 6, 20	While crouching, press A+B. B then afterwards B several times quickly. The seventh hit is a Guard Break (damage 30)
Anchor Whirlpool	While crouching A+K	L	30	-
Full Sail Anchoring	While getting up A.B	M, M	30, 40	Possible to hold second attack, at maximum: damage 60. Counterattack: stagger from first attack
Devastator	While getting up B	M	28	-
Anchor Revive Kick	While getting up K	M	20	As a Counterattack: stagger back
Aft Soul Wipe	Back facing opponent A	H	19	-
Aft Blade Storm	Back facing opponent B	M	25	-
Aft Anchor Kick	Back facing opponent K	H	20	-
Aft Dread Pressure	Back facing opponent A+B	M	30	-
Sub Laser Wave	While crouching and back facing opponent A	L	20	-
Sub Slay Storm	While crouching and back facing opponent B	M	23	-
Sub Anchor Bow Kick	While crouching and back facing opponent K	L	18	-
Soul Wipe Riptide	Jump A	H	24	-
Spike Anchor Riptide	Jump B	M	30	-
Cannon Launch Kick	Jump K	M	24	-
Deck Dread Wave	Jump (delayed) A	L	30	-
Deck Lifter	Jump (delayed) B	M	35	-
Diving Scratch Kick	Jump (delayed) K	M	24	-
Dread Charge				
Dread Charge	⇩↙⇦	SP	-	Cancel with G
Dread Slash	During Dread Charge A	H, U)	55	Cancel with G
Sadistic Archmage	During Dread Charge⇩A⇩A	L, SM	12, 15	-
Sadistic Wiseacre	During Dread Charge ⇩A.A.B	L, M, M	12, 30, 40	Possible to hold third attack, at maximum: damage 60. If second attack hits as as a Counterattack: stagger
Geo Da Ray	During Dread Charge B	M	45 (15)	Possible to hold, at maximum: damage 52. Only unblockable in SC3 if ⇩↙⇦B has been entered. ⇧ or ⇩B to change the direction of the moves. In SC3 no unblockable is possible. During attack with **B**: if character touches wall, he jumps off it in the opposite direction (damage 52)
Sadistic Sweep	During Dread Charge K	L	22	-
Dash Flare	During Dread Charge ⇨.B+K	SP, M	60	In SC1: Guard Break
Pirate's Tactics	During Dread Charge B+K	SP	-	Automatic Guard Impact against vertical attacks. Afterwards, a Counterattack follows automatically (damage 42)
Pirate's Scheme	During Dread Charge A+K	SP	-	Automatic Guard Impact against horizontal attacks. Afterwards, a Counterattack follows automatically (damage 45)

Special Move	Entry	Attack level	Damage	Notes
Lagging Wave	→A	H	40	-
Bile Lunges	→B	M (AT)	35	If the attack hits the opponent at close range, an Attack Throw follows (damage 25). If the Attack Throw comes from behind: damage 35
Sliding	→K	L	30	-
Windmill	→A+B	M, H	20, 30	-
Pirate's Tactics	→B+K	SP	-	Automatic Guard Impact against vertical attacks. Afterwards, a Counterattack follows automatically (damage 42)
Pirate's Scheme	→A+K	SP	-	Automatic Guard Impact against horizontal attacks. Afterwards, a Counterattack follows (damage 45)
Dishonest Wave	↘A	H	38	Automatic Guard Impact against horizontal high attacks
Cannonball Lifter	↘B	M	35	If the attack hits an opponent at close range, B triggers off further attacks (mid) (damage 44)
Head Scratch Kick	↘K	M	28	The recovery period lasts longer with ↗K than with ↘K
Killer X Crawler	↘A+B	M	45	-
Pressure Astern	↘**A**+**B** and jump over opponent	M	40	-
Pirate's Tactics	↘B+K	SP	-	Automatic Guard Impact against vertical attacks. Afterwards, a Counterattack follows automatically (damage 42)
Pirate's Scheme	↘A+K	SP	-	Automatic Guard Impact against horizontal attacks. Afterwards, a Counterattack follows automatically (damage 45)
Dishonest Wave	↗A	H	38	Automatic Guard Impact against horizontal high attacks
Cannonball Lifter	↗B	M	35	If the attack hits the opponent at close range, B triggers off a further attack (mid) (damage 44)
Head Scratch Kick	↗K	M	28	The recovery period is longer with ↗K than with ↘K
Killer X Crawler	↗A+B	M	45	-
Pressure Astern	↗**A**+**B** and jump over opponent	M	40	-
Pirate's Tactics	↗B+K	SP	-	Automatic Guard Impact against vertical attacks. Afterwards, a Counterattack will follow automatically (damage 42)
Pirate's Scheme	↗A+K	SP	-	Automatic Guard Impact against horizontal attacks. Afterwards, a Counterattack will follow automatically (damage 45)
Gibbering Torpedo	↑A.A	L, L	15, 30	-
Gibbering Pressure	↑A.B	L, M	15, 35	-
Side Needle	↑B	M, M, M	10 x 3	-
Anchor Side Kick	↑K	M	22	Automatic Guard Impact against horizontal mid attacks
Windmill	↑A+B	M, H	20, 30	-
Pirate's Tactics	↑B+K	SP	-	Automatic Guard Impact against vertical attacks. Afterwards, a Counterattack will follow automatically (damage 42)
Pirate's Scheme	↑A+K	SP	-	Automatic Guard Impact against horizontal attacks. Afterwards, a Counterattack will follow automatically (damage 45)
Gibbering Torpedo	↓A.A	L, L	15, 30	-
Gibbering Pressure	↓A.B	L, M	15, 35	-
Side Needle	↓B	M, M, M	10 x 3	-
Anchor Side Kick	↓K	M	22	Automatic Guard Impact against horizontal mid attacks
Windmill	↓A+B	M, H	20, 30	-
Pirate's Tactics	↓B+K	SP	-	Automatic Guard Impact against vertical attacks. Afterwards, a Counterattack will follow automatically (damage 42)
Pirate's Scheme	↓A+K	SP	-	Automatic Guard Impact against horizontal attacks. Afterwards, a Counterattack will follow automatically (damage 45)
Tornado Slice	↖A	H, M	16, 24	-
Riot Storm	↖B	M	50	As a Counterattack: bounce off ground. In SC2: Guard Break
Anchor Swirl Kick	↖K	L	32	-
Dread Charge	↖A+B	SP	-	Shifts to Dread Charge position
Pirate's Tactics	↖B+K	SP	-	Automatic Guard Impact against vertical attacks. Afterwards, a Counterattack will follow automatically (damage 42)
Pirate's Scheme	↖A+K	SP	-	Automatic Guard Impact against horizontal attacks. Afterwards, a Counterattack will follow automatically (damage 45)
Tornado Slice	↙A	H, M	16, 24	-
Riot Storm	↙B	M	50	As a Counterattack: bounce off ground. In SC2: Guard Break
Anchor Swirl Kick	↙K	L	32	-
Dread Charge	↙A+B	SP	-	Shifts to Dread Charge position
Pirate's Tactics	↙B+K	SP	-	Automatic Guard Impact against vertical attacks. Afterwards, a Counterattack will follow automatically (damage 42)
Pirate's Scheme	↙A+K	SP	-	Automatic Guard Impact against horizontal attacks. Afterwards, a Counterattack will follow automatically (damage 45)
Tornado Slice	←A	H, M	16, 24	-
Bow Breaker	←B	M	35	-
Galleon Sinker	←K	M	44	As a Counterattack: knock down
Cross Bone Divider	←A+B	M	40	←**A**+**B** for unblockable attack. In SC1: Guard Break. Possible to hold, at maximum: damage 65
Pirate's Tactics	←B+K	SP	-	Automatic Guard Impact against vertical attacks. Afterwards, a Counterattack will follow automatically (damage 42)
Pirate's Scheme	←A+K	SP	-	Automatic Guard Impact against horizontal attacks. Afterwards, a Counterattack will follow automatically (damage 45)

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
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XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

	Special Move	Entry	Attack level	Damage	Notes
Throws	Sadistic Cross	A+G	Throw	50	Escape with A
	Surging Current	B+G	Throw	55	Escape with B
	Figurehead Break	On opponent's left A+G or B+G	Throw	60	Escape with A or B depending on which Throw is entered
	Jolly Roger Hoist	On opponent's right A+G or B+G	Throw	55	Escape with A or B depending on which Throw is entered
	Flash Flood	Behind opponent A+G or B+G	Throw	70	No escape possible (except for Voldo and Astaroth)
Wall Jump	Deck Soul Wave	During Wall Jump A	L	30	-
	Deck Lifter	During Wall Jump B	M	35	-
	Diving Scratch Kick	During Wall Jump K	M	24	-

HEIHACHI

Special Move	Entry	Attack level	Damage	Notes
Thunder Twin Hammer	A.A.B	H, H, M	13, 22, 25	Cancel first attack with G. Possible to hold third attack, at maximum: Guard Break, damage 40 and cave in. In SC2: Guard Break
Thunder Demon Kicker	A.K	H, M	13, 24	If second attack hits as a Counterattack: knock down
Demon Spin	⇨A	H	25	-
Demon Shout	⇨A.B	M	32	First attack is a feint, second attack is a hit. As a Counterattack: knock down
Demon Shout Feint	⇨A.B⇧ or ⇩	SP	-	-
Phoenix Wing	⇨⇨A	M	48	-
Dark Impact	⇘A	M	36	As a Counterattack: stagger
Demon's Boar	⇦A	M	38	As Counterattack: knock down
Hilt Crush	⇦⇦A	M	26	As a Counterattack: lurch
Rock Smasher	⇙A	L	35	As a Counterattack: flattened
Body Hook	⇩A	SM	12	-
Demon Slayer	B.B.A	H, H, H	10, 14, 20	Second attack can be aborted with G
Demon Executioner	B.B.A.B	H, H, M	10, 14, 30	Delay of second attack possible
Fake Executioner	B.B.A.B⇧ or ⇩	H, H, SP	10, 14, -	Delay of second attack possible
Demon Kicker	B.B.K	H, H, H	10, 14, 23	Delay of second attack possible
Demon Backhand Spin	B⇨A	H, H	14, 20	-
Rage Demon Breath	B⇨A.B	H, M	14, 32	-
Rage Demon Breath Feint	B⇨A.B⇧ or ⇩	H, SP	14, -	-
Flash Punch Combo	→B.B.B	H, H, M	12, 10, 24	Delay of third attack possible. Third attack only carried out if → held down
Demon Massacre	⇨B⇦A.B	H, M, M	12, 23, 36	Delay of second attack possible. Third attack: Guard Break
Demon Lair	⇨B⇦A.K	H, M, M	12, 23, 40	-
Demon Uppercut	⇨⇨B	M	40	Possible to hold, at maximum: Guard Break and damage 55. As a Counterattack: flying impact, damage (10)
Twin Pistons	⇘B.B	M, M	16, 30	-
Altar Splitter	⇦B	M	32	As a Counterattack: nose-dive. Delay of second attack possible
Brick Breaker	⇦⇦B	L	28	-
Body Blow	⇙B	SM	15	-
Hammer Punch ~ Iron Hand	⇩B.B	M, M	20, 34	Delay of second attack possible. In SC2: Guard Break, as a Counterattack: propel back
Iron Hand	⇩⇘⇨B	M	54	As a Counterattack: propel back. In SC2 Guard Break
Rising Uppercut	⇨⇩⇘B	SM	35	Press ⇘ and B simultaneously for a mid attack
Dragon Uppercut	⇨⇩⇘**B**	M	49	As a Counterattack: opponent flies higher
High Sidekick	K	H	20	Cancel with G
Right Splits Kick	⇨K	M	30	As a Counterattack: plunge
Hell Axle	⇨⇨K.K	M, M	20, 24	Second attack is only carried out if first attack was a hit or was defended
Sidekick	⇘K	M	17	Start attack of a 10 Hit Combo
Sweep Kick	⇩K	L	14	-
Low Kick	⇙K	L	15	-
Back Spin Kick	⇦K	H	33	As a Counterattack: pitch over
Lightning Crush	⇦⇦K	M	34	As a Counterattack: plunge
Geta Stomp	K⇩	L	25	As a Counterattack: floored
Demon Scissors	kB	M	44	In SC3: unblockable
Rising Sun	⇗K.K	M, L	25, 20	-
Spinning Demon	⇨⇩⇘K.K.K	L, L, L	20, 15, 15	If first attack hits as a Counterattack: flattened
Spinning Demon Uppercut	During Spinning Demon B	M	41	As from second attack this attack is carried out by Spinning Demon: damage 31

Special Move	Entry	Attack level	Damage	Notes
Tsunami Kick	During Spinning Demon *K.K	M, M	14, 21	-
Jumping Mid Kick	⇨⇩⇘*K	M	45	-
Jumping Low Kick	⇨⇩⇘*K↓	L	32	-
Demon Breath	A+B	M	32	As a Counterattack: knock down
Uppercut	⇘A+B	M	20	As a Counterattack: opponent flies up in the air
Twin Hammers	⇦A+B	M	25	In SC2: Guard Break: possible to hold, at maximum: damage 40, Guard Break and cave in
Rising Cross-Chop	Lying on ground A+B	M	40	-
Backward Roll ~ Rising Cross-Chop	Lying on ground ⇦A+B	M	40	-
Lightning Hammer	⇩B+K	M, U	85	Cancel with G
Shadow Step	During Soul Charge ⇦⇦B+K	SP	-	Only possible from SC2
Spring Kick	Lying on ground B+K	M	30	-
Heaven's Wrath	A+K	SP	-	Automatic Guard Impact against horizontal high and mid attacks. After a successful Guard Impact, shifts to SC3
Low Hook	While crouching A	SM	15	-
Body Blow	While crouching B	SM	15	-
Low Jab	While crouching ⇙B	SM	13	-
Single Piston	While crouching ⇘B	SM	16	-
Low Left Kick	While crouching K	L	17	-
Low Kick	While crouching ⇙K	L	15	-
Rising Hook	While getting up A	H	36	-
Dark Thrust	While getting up B	M	34	As a Counterattack: pitch over
Tsunami Kick	While getting up K.K	M, M	14, 23	Delay of second attack possible
Spinning Hook	Back facing opponent A	H	18	-
Spinning Jab	Back facing opponent B	H	16	-
Misdemeanor	Back facing opponent K	H	30	-
Reverse Spin Hook	While crouching and back facing opponent A	L	16	-
Reverse Spin Jab	While crouching and back facing opponent B	M	15	-
Low Left Kick	While crouching and back facing opponent K	L	20	-
Jumping Demon Spin	Jump A	H	35	Jump with ⇖: damage 29
Wild Swing	Jump B	M	32	Jump with ⇖: damage 27
Jump Kick	Jump K	M	30	Jump with ⇖: damage 25 and opponent doesn't fly
Jumping Low Swipe	Jump (delayed) A	L	24	-
Jumping Down Punch	Jump (delayed) B	M	21	Jump with ⇖: damage 16
Jumping Low Sobat	Jump (delayed) K	L	30	-
Phoenix Wing	→A	M	48	-
Demon Uppercut	→B	M	40	Possible to hold, at maximum: Guard Break and damage 55. As a Counterattack: flying impact
Sliding	→K	L	28	-
Running Cross Arm	→A+B	M	40	In SC2: Guard Break
Head Carnival	→B+G	M	60	Escape with B
Tackle	→B+K	M, M	21, 40	Second attack only hits if first one was a success
Twin Helix	↗A	H, H	16, 24	-
Demon Uppercut	↗B	M	40	Possible to hold, at maximum: Guard Break and damage 55. As a Counterattack: flying impact
Left Splits Kick	↗K	M	32	-
Twin Helix	↘A	H, H	16, 24	-
Demon Uppercut	↘B	M	40	As a Counterattack: flying impact. Possible to hold, at maximum: Guard Break and damage 55
Left Splits Kick	↘K	M	32	-
Oni Killer	↑A	H	38	-
Hammer Punch ~ Iron Hand	↑B.B	M, M	20, 34	If second attack hits as a Counterattack: propel back. Delay of second attack possible
Sweeping	↑K	L	25	-
Oni Killer	↓A	H	38	-
Hammer Punch ~ Iron Hand	↓B.B	M, M	20, 34	If second attack hits as a Counterattack: propel back. Delay of second attack possible
Sweeping	↓K	L	25	-
Hilt Crush	↖A	M	26	As a Counterattack: lurch
Demon Chop	↖B	M	42	In SC2: Guard Break
Lightning Crush	↖K	M	34	As a Counterattack: nose-dive
Hilt Crush	↙A	M	26	As a Counterattack: lurch
Demon Palm	↙B	M	42	In SC2: Guard Break
Lightning Crush	↙K	M	34	As a Counterattack: nose-dive
Hilt Crush	←A	M	26	As a Counterattack: lurch
Brick Breaker	←B	L	28	In SC2: Guard Break
Lightning Crush	←K	M	34	As a Counterattack: nose-dive

8 Way Run

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS
ASTAROTH
CASSANDRA
CERVANTES
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG
ASSASSIN
BERSERKER
LIZARDMAN

	Special Move	Entry	Attack level	Damage	Notes
Throws	Neck Breaker	A+G	Throw	55	Escape with A
	Jumping Powerbomb	B+G	Throw	55	Escape with B
	Guillotine Crop	On opponent's left A+G or B+G	Throw	65	Escape with A or B depending on which Throw is entered
	Freefall	On opponent's right A+G or B+G	Throw	65	Escape with A or B depending on which Throw is entered
	Atomic Drop	Behind opponent A+G or B+G	Throw	70	No escape possible (except for Voldo and Astaroth)
	Head Carnival	⇨⇨B+G	Throw	60	Escape with B
10 Hit Combo	10 Hit Combo 1	↘K.B.A.K.K.B.K.B.A.K	M, H, H, L, L, M, H, H, M, M	17, 5, 6, 8, 8, 5, 10, 5, 6, 34	Further hits only possible as from fifth attack in SC2
	10 Hit Combo 2	↘K.B.A.K.K.B.K.B.A.B	M, H, H, L, L, M, H, H, M, M	17, 5, 6, 8, 8, 5, 10, 5, 6, 30	Further hits only possible as from fifth attack in SC2
	10 Hit Combo 3	↘K.B.A.K.B.B.B.B.B	M, H, H, L, M, H, M, M, M	17, 5, 6, 8, 5, 5, 8, 21, 25	Further hits only possible as from fifth attack in SC2
Wall Jump	Jumping Low Swipe	Wall Jump A	L	24	-
	Jumping Down Punch	Wall Jump B	M	21	-
	Jumping Low Sobat	Wall Jump K	L	30	-

IVY

Special Move	Entry	Attack level	Damage	Notes
Biting Raven	A.A	H, H	11, 19	During first attack it is possible to cancel with G. If A.**A** hits as a Counterattack, an Attack Throw is carried out (damage 35). If a Throw doesn't take place, shift to Whip position. By selecting a directional button you move to the Spiral Serenade position
Ancient Wheel	↙A.A	L , L	19, 23	↙A to shift to Whip position
Cursed Mark	⇩A	SM	16	-
Cross Madness	↘A	M	20	-
Menace Slice	⇦A	H	33	As a Counterattack: cave in
Raven Butt	⇨A	M	22	As a Counterattack: keel over
Dancing Insanity	⇦⇦A	H	24	⇦⇦**A** to shift to Whip position. ⇦⇦A.B to shift to Spiral Serenade position
Raven's Egg	⇨⇨A	H	32	-
Serpent's Venom	⇩↙⇦A	H, U	100	Cancel with G
Immortal Gale	B.B	M, M	17, 19	During first attack it is possible to cancel with G. B.**B** to shift to Whip position. By selecting a directional button you move to the Spiral Serenade position
Squire's Cage	B⇨B	M, H (S-MID AT)	17, 19	If a Throw does not occur, shift to Whip position
Caged Silhouette	B⇨B.K	M, H (S-MID AT), L	17, 19, 20	Shifts to Whip position
Poison Ivy	↙B	L	23	↙**B** from a long distance: Attack level S-MID, damage 39
Curse Brand	⇩B	M	36	In SC1: Guard Break
Cursed Heavens	↘B	M	19	As a Counterattack: opponent flies higher
Ivy Bite	⇦B	H	17	-
Ivy Lash	⇨B	M	28	Possible to hold, at maximum: damage 30
Biting Ivy Inner	⇨**B**⇧ or ⇩	M, M	30, 24	If the second attack hits as a Counterattack: flies away
Darkside	⇦⇦B	M	36	Shifts to Whip position. In SC2: Guard Break. ⇦⇦**B** to shift to Spiral Serenade position
Serpent's Breath	⇨⇨B	M	33	⇨⇨**B** to shift to Spiral Tribute position As a Counterattack: opponent flies up in the air
Venom Lash	⇩↙⇦B	M, M	17, 19	⇩↙⇦**B** to shift to Serpent's Embrace position
Ivy Brambler	⇩↘⇨B	M	38	⇩↘⇨B⇧ or ⇩↘⇨B⇦ to alter the distance of the jump. In SC3: unblockable
Night Swallow	K	H	16	Cancel with G
Rage Kick	↙K	M	17	Possible to hold, at maximum: damage 31 and keel over
Charmer Silhouette	⇩K	L	10	-
Serpent Silhouette	⇩↘K	L	5	-
Evil Sparrow	↘K	M	25	As a Counterattack: stagger back
Raven Catcher	⇦K	H	26	-
Raven Knee	⇨K	M	21	-
Diving Raven	⇦⇦K	M	41	Character then lies on the ground
Mind Shatter	⇨⇨K	H	33	Possible to hold, at maximum: damage 52
Ivy Sweep	K⇩	L	26	As a Counterattack: floored. Opponent is down on the ground: damage 10, 4, 2, 2, 2
Razor's Bite	↙A+B	L	40	As a Counterattack: floored
Dominance	⇩A+B	M	30	As a Counterattack: bounces off ground
Eye of Madness	↘A+B	SM	31	Shifts to Whip position. ↘**A**+**B** to shift to Spiral Lust position

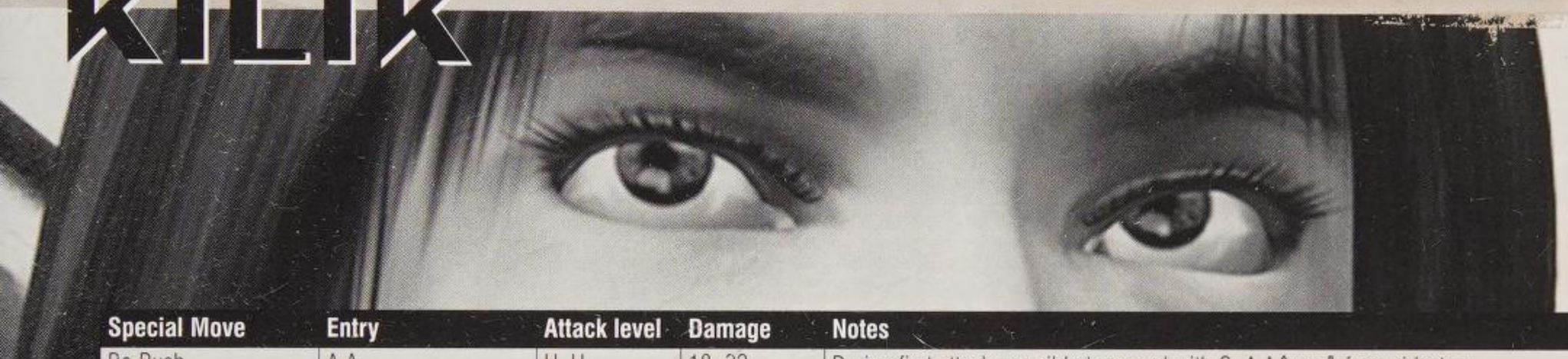
Special Move	Entry	Attack level	Damage	Notes
Spiral Punishment	⇦A+B.B	M, M, M, M, M, M, M	9x3, 14, 10, 10, 19	The first attack has an automatic Guard Impact against vertical attacks. Final attack: Guard Break. During first attack it is possible to cancel with G, then shift to Whip position. If second attack hits as a Counterattack: cave in. In SC3: from fourth attack onwards all attacks are unblockable
Spiral Dominance	⇦A+B.**B**	M, M, M, M, M, U	9x3, 38, 51	-
Freeze Gaze	⇨A+B	M, M	16, 16	-
Insanity Light	⇨⇨A+B	M	28	Close to the opponent: Attack Throw instead of normal attack. Cancel with G, then shift to Whip position
Insanity Feast	During Insanity Light ⇦	Throw	38	-
God Whisper	⇖ or ⇧ or ⇗A+B.A	M, L SM	17, 17, 16	-
Crucifixion	⇦⇦A+B	M	57	⇦⇦**A**+**B** for unblockable attack: damage 80
Pleasure Change	B+K	Special	-	Type of weapon changes. Automatic Guard Impact against horizontal high and mid attack
Fear's Void	⇙ or ⇩ or ⇘B+K	SM	45	Cancel with G, then shift to Whip position. In SC1: Guard Break
Gnome Huntress	Close up ⇘**B**+**K**	H, U	61	-
Heel Explosion	⇦B+K	M, U	95	Cancel with G
Embrace of Lust	⇨B+K	M	28	⇨**B**+**K** Throw instead of a normal attack: damage 33. Close up: Attack Throw with damage 22
Ivy Lick	⇧B+K	H (S-MID AT)	28	Throw catches opponent only if in the air (damage 35). If a Throw doesn't occur, shift to Whip position
Silhouette	⇧B+K.K	H (S-MID AT), L	28, 20	Shifts to Whip position
Exile	⇦⇦B+K	M SM	25, 31	Shifts to Whip position. ⇦⇦**B**+**K** to shift to Spiral Lust position
Royal Huntress	⇙ or ⇩ or ⇘A+K	L	20	-
Punishment Change ~ Whip to Sword	⇩⇙⇦	Special	-	Type of weapon changes
Pecking Raven	While crouching A	SM	14	-
Immortal Flow	While crouching B	M	19	-
Ivy Masquerade	While crouching ⇘B	L	23	Possible to hold, at maximum: damage 37
Pride	While crouching ⇙B	M	30	With a hit from a long way off: damage 37 and opponent doesn't fly up
Charmer Silhouette	While crouching K	L	10	-
Nail Cross	While crouching ⇘K	M	19	-
Masquerade ~ Resting Madness	While crouching ⇘A+B	L SM	29, 31	Shifts to Whip position. ⇘**A**+**B** to shift to Spiral Lust position
Menace	While getting up A	M	19	-
Shameless	While getting up B	M	24	-
Rising Cross	While getting up K	M	17	-
Demented Loop	While getting up A+B.A or B	M, M, H	19, 17, 20	-
Asylum	While getting up B+K	M, M, M, M	9 x 4	Directional buttons move character. Automatic Guard Impact against high, mid and low attacks
Reverse Raven	Back facing opponent A	H	18	-
Reverse Immortal	Back facing opponent B	M	27	-
Reverse Night Swallow	Back facing opponent K	H	16	-
Deep Curse	While crouching and back facing opponent A	L	14	-
Deep Immortal	While crouching and back facing opponent B	M	24	-
Deep Silhouette	While crouching and back facing opponent K	L	10	-
Rising Raven	Jump A	M	30	-
Rising Ivy	Jump B	SM	28	Carried out as a Counterattack and with ⇧ or ⇗B: floored
Rising Mind Shatter	Jump K	M	26	-
Diving Raven	Jump (delayed) A	L	24	-
Diving Immortal	Jump (delayed) B	M	28	As a Counterattack: bounce off ground
Diving Night Swallow	Jump (delayed) K	H	21	-
Punishment Change ~ Whip to Sword	⇩⇙⇦	Special	-	Type of weapon changes
Pleasure Change	B+K	Special	-	Type of weapon changes. Automatic Guard Impact against horizontal attack
Lamenting Tail	During Whip A+K	L (AT)	23	If attack hits, an Attack Throw follows automatically (damage 25)
Venom Strike	During Whip A+B or 8 way run A+B	H	22	Shifts to Serpent's Embrace position

Whip

	Special Move	Entry	Attack level	Damage	Notes
Spiral Lust	Spiral Lust	-	Special	-	Hold button to keep this position (otherwise basic position). No attack is carried out with G
	Suppressed Exile	Hold button during Spiral Lust	M, U	57 (19)	Shifts to Whip position
	Exile	Release button during Spiral Lust	SM	34	Shifts to Whip position
	Spiral Serenade	Hold Directional Button during Spiral Lust	Special	-	Shifts to Spiral Serenade position
Spiral Serenade	Spiral Serenade	A+B	Special	-	Directional buttons move character
	Serpent Slash	During Spiral Serenade A	H	26	Shifts to Spiral Tribute position
	Serpent Whip	During Spiral Serenade B.B	M, M	17, 22	Shifts to Whip position
	Cross Kick	During Spiral Serenade K	H	21	Retains this position. As a Counterattack: cave in
	Reeling Mind	During Spiral Serenade A+B or B+K	Throw	15	Retains this position. Escape with A or B depending on which Throw is entered
Spiral Tribute	Spiral Tribute	-	Special	-	Directional buttons move character
	Raging Flames	During Spiral Tribute A	H	28	Shifts to Serpent's Embrace position. As a Counterattack: flies away
	Lost Soul	During Spiral Tribute ⇩A	L	31	Shifts to Whip position
	Mistress' Justice	During Spiral Tribute B	M	14	A well-timed entry with B.B causes further attacks to be carried out (both mid): damage 14, 28. A well-timed entry with ⇨B.⇦B.⇨B.⇦B causes further attacks to be carried out (all mid): damage 9, 9, 9, 31
	Cross Knee	During Spiral Tribute K	M	24	Retains this position. Counterattack: stagger
	Fencing with Flames	During Spiral Tribute A+B	M	58	Shifts to Whip position. In SC2: Guard Break
Serpent's Embrace	Serpent's Embrace	-	Special	-	Directional buttons move character
	Violent Spirits	During Serpent's Embrace A.A	H, M, H	17, 13, 24	-
	Lamenting Tail	During Serpent's Embrace ⇩A	L (AT)	38	Damage from Attack Throw: 25
	Whirling Exile	During Serpent's Embrace B	M, M, M	17, 17, 22	**B** for eight unblockable attacks: damage 7x11, 20
	Charging Serpent	During Serpent's Embrace K	M	27	Retains this position. With ⇨⇨K the opponent is rammed: damage 30
	Released Souls	During Serpent's Embrace A+B	M, U	95	-
	Stinging Souls	During Serpent's Embrace B+K	M	52	With ⇦B+K: damage 47. With ⇨B+K: Guard Break and damage 57. ⇨B+K as a Counterattack: an additional attack follows, damage 28. In SC3: unblockable
8 Way Run	Raven's Egg	→A	H	32	-
	Serpent's Breath	→B	M	33	→**B** Shifts to Spiral Tribute position. As a Counterattack: the opponent flies up in the air
	Sliding	→K	L	26	-
	Spiral Serenade	→A+B	Special	-	Shifts to Spiral Serenade position
	Embrace of Lust	→B+K	M	28	→**B**+**K** for an Attack Throw: damage 32 (from a longer way off: damage 22). In SC3 unblockable
	Wolf Lash	↗A	H	36	-
	Darkside	↗B	M	36	Shifts to Whip position. In SC2: Guard Break. ↗**B** Shifts to Spiral Serenade position
	Evil Sparrow	↗K	M	25	As a Counterattack: stagger back
	Spiral Serenade	↗A+B	Special	-	Shifts to Spiral Serenade position
	Wolf Lash	↘A	H	36	-
	Darkside	↘B	M	36	Shifts to Whip position, ↘**B** to shift to Spiral Serenade position
	Evil Sparrow	↘K	M	25	As a Counterattack: stagger back
	Spiral Serenade	↘A+B	Special	-	Shifts to Spiral Serenade position
	Insanity Light	↑A	M	28	When close up: Attack Throw, damage 18. Cancel with G, then shift to Whip position -
	Insanity Feast	During Insanity Light ⇦	Throw	38	-
	Drowning Madness	↑B	M	31	↑**B** to shift to Spiral Tribute position
	Royal Huntress	↑K	L	20	-
	Spiral Serenade	↑A+B	Special	-	Shifts to Spiral Serenade position
	Insanity Light	↓A	M	28	When close up: Attack Throw, damage 18. Cancel with G, then shift to Whip position
	Insanity Feast	During Insanity Light ⇦	Throw	38	-
	Drowning Madness	↓B	M		↓**B** to shift to Spiral Tribute position
	Royal Huntress	↓K	L	20	-
	Spiral Serenade	↓A+B	Special	-	Shifts to Spiral Serenade position
	Ancient Wheels	↙A.A	L , L	19, 23	↙A to shift to Whip position
	Poison Ivy	↙B	L	23	With ↙**B** and longer distance: Attack level S-Mid. In SC1: Guard Break, damage 39
	Ramble Sobat	↙K	M	26	-
	Spiral Serenade	↙A+B	Special	-	Shifts to Spiral Serenade position

	Special Move	Entry	Attack level	Damage	Notes
8 Way Run	Ancient Wheels	↖A.A	L , L	19, 23	↖A to shift to Whip position
	Poison Ivy	↖B	L	23	With ↖**B** and longer distance: attack level S-Mid, damage 39
	Ramble Sobat	↖K	M	26	-
	Spiral Serenade	↖A+B	Special	-	Shifts to Spiral Serenade position
	Dancing Insanity	←A	H	24	←**A** to shift to Whip position
	Darkside	←B	M	36	Shifts to Whip position. ←**B** to shift to Spiral Serenade position
	Diving Raven	←K	M	41	Character lies on the ground
	Exile	←B+K	M SM	25, 31	Shifts to Whip position. ⇦**B**+**K** to shift to Spiral Lust position
	Spiral Serenade	←A+B	Special	-	Shifts to Spiral Serenade position
Throws	Primal Dominance	A+G	Throw	55	Escape with A
	Dominion Throw	B+G	Throw	55	Escape with B
	Heartless Guide	On opponent's left A+G or B+G	Throw	65	Escape with A or B depending on which Throw entered
	Sunset Cradle	On opponent's right A+G or B+G	Throw	60	Escape with A or B depending on which Throw entered
	Sweet Dominance	Behind opponent A+G or B+G	Throw	70	No escape possible (except for Voldo and Astaroth)
	Summon Suffering	↘↖⇨⇩↘↙A+B	Throw	90	Escape with B
	Calamity Symphony	During Whip ↘↖⇨⇩↘↙A+K	Throw	95	Escape with A. With a quick entry: damage 110. If the Throw misses, then Whip position follows
Wall Jump	Diving Raven	During Wall Jump A	L	24	-
	Diving Immortal	During Wall Jump B	M	28	As a Counterattack: bounce off ground
	Diving Night Swallow	During Wall Jump K	H	21	-

KILIK



Special Move	Entry	Attack level	Damage	Notes
Bo Rush	A.A	H, H	18, 22	During first attack, possible to cancel with G. A.A⇧ or ⇩ for a sidestep
Bo Rush Combo	A.A.B	H, H, M	18, 22, 32	-
Raging Phoenix Combo	⇨A.A.A	H, H, H	15, 20, 35	-
Raging Phoenix Bo	⇨A.A.B	H, H, M	15, 20, 22	-
Raging Phoenix Soul	⇨A.A.B⇧	H, H, H	15, 20, 7	If the third attack hits: A or B for a further attack (Mid). If the third attack hits: step back
Raging Phoenix Fang	⇨A.A.B⇩	H, H, L	15, 20, 30	-
Raging Phoenix Rising	⇨A.A.B+K	H, H, M, M	15, 20, 15, 30	The third entry must be quick. If ⇨A.A.b+k.A entered, no attack takes place. Instead: Soul Charge
Cross Bo	⇨⇨A	H, H	25, 25,	-
Ling Su Upper	↘A.B	M, M	20, 25	-
Ling Su Rising Bo	↘A.B+K	M, M	20, 35	If the first attack hits as a Counterattack over a long distance, the second attack will automatically hit
Inner Peace	⇩A	L	25	-
Lower Bo Slice	↙A	L	20	-
Escaping Bo	⇦A	H	25	-
Cross Tide	⇦⇦A.A	M, L	25, 25	⇦⇦A⇩↘⇨ to shift to Monument position
Twin Phoenix	aA.B	H, H, M	18, 10, 40	-
Phoenix Feint	aB	M	20	-
Splitting Waterfall	B.A	M, H	22, 25	During first attack possible to cancel with G
Waterfall Divide	B⇩A	M, L	22, 21	-
Rushing Waterfall	B.B	M, M	22, 26	B.B⇧ or ⇩ for a sidestep
Bo Thrust	⇨B	M	22	For a hit from a long way off: damage 26
Retreating Thrust	⇨B⇧	H	7	If the attack hits, Kilik takes a step back. If the attack hits: A for a further attack (damage 23) or B (damage 35), both mid
Lower Bo Feint	⇨B⇩	L	30	-
Heavy Bo	⇨⇨B	M	22	As a Counterattack: collapse. If ⇨⇨**B** hits, an Attack Throw is carried out. In SC2: Guard Impact, at Guard Break. In SC3: unblockable, damage 36.
Twin Bo Upper	↘B.B	M, M	18, 25	-
Waterfall	⇩B	M	26	-
Advancing Bo	↙B	M	28	As a Counterattack: collapse
Phoenix Rage Thrust	⇦B	M	58	⇦**B** to shift to Legend Rush position. In SC2: Guard Break. In SC3: unblockable
Stream Thrust	⇦⇦B	L	20	For a hit from a long distance: damage 25
Building Bridges	⇧ or ⇩*B.B.B.B	M, M, M, M	20, 20, 20, 20	-
Bridge Rage Thrust	⇧ or ⇩*B.B⇦B	M, M, M	20, 20, 48	If the character is on the left and ⇩*B.B⇦B is entered, the third attack is automatically a Guard Impact against horizontal high and mid attacks. With ⇧*B.B⇦B there is no Guard Impact
Sheng Mirage Kick	bK	H M	20, 20	Automatic Guard Impact against horizontal high and mid attacks. If the second attack is as a Counterattack: keel over

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS
ASTAROTH
CASSANDRA
CERVANTES
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG
ASSASSIN
BERSERKER
LIZARDMAN

Special Move	Entry	Attack level	Damage	Notes
Great Waterfall	⇗B	M	35	-
Sheng Front Kick	K	H	15	Cancel with G
Sheng Lung Kick	⇨K	M	26	-
Sheng Lung Kick Combo	⇨kB	M, H	25, 25	-
Rising Phoenix	⇨⇨K.K.B	M, M, M, M	20, 25, 24, 24	With ⇨⇨K,A+B+K swift transition from first attack to Soul Charge
Sheng Side Kick	⇘K	M	24	-
Sheng Su Low Kick	⇩K	L	10	-
Sheng Su Thrust	⇙K.B	L , M	24, 31	If the first attack hits as a Counterattack: flies away. If the second attack hits as a Counterattack: falls back
Biting Heaven	⇦K.B	M, M	16, 37	The first attack comprises an automatic Guard Impact against horizontal high and mid attacks. With ⇦kB the first attack is carried out more slowly. Delay of second attack is possible
Sheng Heh Kick	⇗ or ⇖K or ⇦⇦K	M	30	-
Sheng Illusion Kick	kB	H L (simultaneously)	15, 15	-
Phoenix Roar	A+B	M, M, M, M, M	15 x 5	Possible to cancel fourth attack with G. Slight movements are possible using directional buttons
Biting Phoenix	⇨A+B	M, M, M, M, M	20, 20, 10, 10, 15	-
Lower Bo Smackdown	⇩A+B	L, L, L, L	10, 10, 20, 20	-
Trick Bo	⇘A+B	L (AT)	10	Close up: Attack Throw, damage 35 – escape with A. From behind: Attack Throw, damage 55
Dirty Bo	⇙A+B	L (AT)	10	Close up: Attack Throw, damage 40 – escape with B. From behind: Attack Throw, damage 50
Phoenix Flare ~Raven Slaughter Thrust	⇦A+B.B.B	M, M, M, M, M, M	18 x 4, 36, 22	The number of hits depend on the timing of the entries
Yin and Yang	⇩⇙⇦A+B	M, U	75	Cancel with G
Heaven Monument	Lying on the ground A+B	M	45	Cancel with G. If the character touches a wall, he hurls into the air
Heaven Monument Fall	Lying on the ground A+B.K	L	37	The first attack is a feint and is aborted, the second one hits
Rising Bo Feint	B+K	M	50	Cancel with G. In SC2: Guard Break
Yin Rising	⇨B+K	M, M	15, 30	If only the second attack hits: damage 25
Playful Phoenix	⇙ or ⇩ or ⇘B+K	L	30	Cancel with ⇙ or ⇩ or ⇘B+K⇩: character lies with his back to the floor. With ⇙ or ⇩ or ⇘B+K⇧ to cancel: the character lies on his stomach
Phoenix Lunge	⇦B+K	L	45	-
Phoenix Cross	A+K	M, M	20, 25	-
Bo Smack Down	⇨A+K	H, H, H, H, H, H	20, 15, 8 x 4	-
Phoenix Claw	⇘ or ⇙A+K	L	25	-
Wave Divide	⇩A+K	L	28	-
Phoenix Tail	⇦A+K	L, L	20, 20	-
Rising Flare	Lying on the ground A+K	L	35	-
Retreating Thrust	G+K	H	-	If the attack hits, Kilik takes a step back. If the attack hits: A or B for a further attack (mid)
Lower Bo Slice	While crouching A	L	13	-
Waterfall	While crouching B	M	16	-
Stream Thrust	While crouching ⇘B	M	30	As a Counterattack: falls back
River Thrust	While crouching ⇙B	L	16	-
Sheng Su Low Kick	While crouching K	L	10	-
Pounding Stones	While crouching A+B	M, M, M	20 x 3	-
Ling Sheng Slash	While getting up A	M	27	-
Ling Sheng Upper	While getting up B	M	32	-
Phoenix Hop	While getting up K.B	M, M	24, 24	If the second attack hits as a Counterattack: opponent flies higher
Reverse Bo Tap	Back facing opponent A	H	18	-
Reverse Waterfall	Back facing opponent B	M	32	-
Reverse Sheng Su Kick	Back facing opponent K	H	22	-
Reverse Lower Bo Slice	While crouching and back facing opponent A	L	16	-
Reverse Waterfall	While crouching and back facing opponent B	M	26	-
Reverse Sheng Su Low Kick	While crouching and back facing opponent K	L	16	-
Scattering Bo	Jump A	M	20	-
Moon Arc	Jump B	M	25	-
Phoenix Splits	⇧K	H	20	-
Diving Bo Slice	Jump (delayed) A	L	30	-
Raining Bo Upper	Jump (delayed) B	M	24	-
Diving Sheng Su Sweep	Jump (delayed) K	L	20	-

	Special Move	Entry	Attack level	Damage	Notes
Monument	Monument	⇩⇘⇨	Special	-	Automatic Guard Impact against horizontal attacks. ⇩⇘⇨*⇧ or ⇩ for a sidestep
	Inner Peace	⇩⇘⇨A	L	25	-
	Advancing Bo	⇩⇘⇨B	M	22	-
	Scythe	⇩⇘⇨K	H, H	20, 20	-
	Heaven Monument	⇩⇘⇨A+B	M	45	Cancel with G. In SC2: Guard Break. In SC3: unblockable. If the character touches a wall, in doing so, he is hurled off
	Heaven Monument Fall	⇩⇘⇨A+B.K	L	37	First attack is a feint and is aborted, second attack hits
	Rising Bo Feint	⇩⇘⇨B+K	M	50	Cancel with G. In SC2: Guard Break
	Wave Divide	⇩⇘⇨A+K	L	26	-
	Festival of the Damned	⇩⇘⇨A+G.⇦⇨A.⇦⇙⇩⇘⇨B	Throw, Throw, subsequent attack	13, 19, 28	Escape during first and second part of the Throw with A
	Festival of the Dead	⇩⇘⇨B+G.⇦⇨A+B	Throw, Throw	15, 35	Escape during first and second part of the Throw with B
Tribute	Tribute	⇩⇙⇦	Special	-	Automatic Guard Impact against vertical attacks coming from above. ⇩⇙⇦*⇧ or ⇩ for a sidestep
	Rising Flare	⇩⇙⇦A	L	30	-
	Reverse Bo Thrust	⇩⇙⇦B	M	30	As a Counterattack: keel over
	Tribute Sault	⇩⇙⇦K	M	42	-
Legend Rush	Legend Rush	⇦**B**	Special	-	Cancel with a directional button (except for ⇦ and ⇨)
	Legend Rush Thrust	During Legend Rush B	M, U	75	-
8 Way Run	Cross Bo	→A	H, H	25, 25	-
	Heavy Bo	→B	M	22	As a Counterattack: collapse. Possible to hold, at maximum: damage 30. In SC3: unblockable. If this attack (→**B**) hits front on, an Attack Throw automatically follows with damage 36. If the timing is right when letting go of B (after holding), the attack hits twice (damage 22, 22)
	Sliding	→K	L	28	-
	Yin Rising	→B+K	M, M	15, 30	-
	Gale Divide Haste	↗A.A	M, M	26, 35	-
	Heavy Bo	↗B	M	25, 30	As a Counterattack: collapse. Possible to hold, at maximum: damage 30. In SC3: unblockable. If this attack (→**B**) hits front on, an Attack Throw automatically follows with damage 36. If the timing is right when letting go of B (after holding), the attack hits twice (damage 22, 22)
	Rising Phoenix	↗K.K.B	M, M, M, M	20, 25, 24, 24	Cancel with ↗ or ↘K.A+B+K and automatic Soul Charge
	Yin Rising	↗B+K	M, M	15, 30	-
	Gale Divide	↘A.A	M, M	25, 30	If the player is on the right: ↖A.A
	Heavy Bo	↘B	M	22	As a Counterattack: collapse. Possible to hold, at maximum: damage 30. In SC3: unblockable. If this attack (→**B**) hits front on, an Attack Throw follows automatically with damage 36. If the timing is right when letting go of B (after holding), the attack hits twice (damage 22, 22)
	Rising Phoenix	↘K.K.B	M, M, M, M	20, 25, 24, 24	-
	Yin Rising	↘B+K	M, M	15, 30	-
	Wind Divide Flare	⇧A.A.A	M, L , L	25, 30, 30	⇧A⇩⇘⇨ to shift to Monument position
	Mountain Carve	⇧A.B	M, M	25, 30	During second attack, possible to cancel with G. If the first attack hits as a Counterattack, the second attack also hits
	Raven Slaughter	⇧B	M	36	-
	Mountain Sweep	⇧K	L	22	-
	Mountain Breaker	⇧kA	L, H	22, 33	-
	Rising Bo Feint	⇧B+K	M	50	Cancel with G. In SC2: Guard Break
	Wind Divide Flare	⇩A.A.A	M, L , L	25, 30, 30	⇩A⇩⇘⇨ to shift to Monument position
	Mountain Carve	⇩A.B	M, M	25, 30	During second attack, possible to cancel with G. If the first attack hits as a Counterattack, the second one also hits
	Raven Slaughter	⇩B	M	36	-
	Mountain Sweep	⇩K	L	22	-
	Mountain Breaker	⇩kA	L, H	22, 33	-
	Rising Bo Feint	⇩B+K	M	50	Cancel with G. In SC2: Guard Break
	Ling Sheng Slice	↖A	L	25	-
	Phoenix Rage Thrust	↖B	M	45	Possible to hold, at maximum: damage 58. In SC3: unblockable
	Sheng Heh Kick	↖K	M	30	-
	Rising Bo Feint	↖B+K	M	50	Cancel with G. In SC2: Guard Break
	Ling Sheng Slice	↙A	L	25	-
	Phoenix Rage Thrust	↙B	M	45	Possible to hold, at maximum: damage 58. In SC3: unblockable
	Sheng Heh Kick	↙K	M	30	-
	Rising Bo Feint	↙B+K	M	50	Cancel with G. In SC2: Guard Break
	Cross Tide	←A.A	M, L	25, 25	←A⇩⇘⇨ to shift to Monument position
	Stream Thrust	←B	L	20	With a hit from a long way off: damage 25
	Sheng Heh Kick	←K	M	30	-
	Phoenix Lunge	←B+K	L	45	-
Throws	Light Breeze	A+G	Throw	60	Escape with A
	Heaven Dance	B+G	Throw	55	Escape with B
	Cutting Sadness	On opponent's left A+G or B+G	Throw	60	Escape with A or B – depending on which Throw is entered

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

	Special Move	Entry	Attack level	Damage	Notes
Throws	Summer Gale	On opponent's right A+G or B+G	Throw	55	Escape with A or B – depending on which Throw is entered
	Phoenix Pounce	Behind opponent A+G or B+G	Throw	55	No escape possible (except for Voldo and Astaroth)
Wall Jump	Diving Bo Slice	During Wall Jump A	L	30	-
	Raining Bo Upper	During Wall Jump B	M	24	-
	Diving Sheng Su Sweep	During Wall Jump K	L	20	-

LINK

Special Move	Entry	Attack level	Damage	Notes
Horizontal Slash	A	H	13	Cancel with G
Horizontal Slash ~ Spin Attack	**A**	H, H, H	13, 18, 22	Possible to hold, at maximum: unblockable from second attack onwards. The longer you press **A**, the greater the number of spin attacks. Possible to hold: damage 13, 18, 10, 22. At maximum hold: damage 13, 18, 10, 10, 30
Double Sword Slash (Horizontal)	A.A	H, H	13, 13	A.**A** to shift to Boomerang Stance position
Cross Slash	A.B	H, M	13, 17	A.B.B+K to shift to Bomb Stance position
Cross Slash Combo	A.B.K	H, M, H	13, 17, 22	A.B.**K** to shift to Bomb Stance position. Delay of third attack possible
Step-in Attack Combo	⇨A.A	H, L	22, 25	Delay of second attack possible
Step-in Attack Upper Combo	⇨A.A.B	H, M	22, 38	Second attack can be aborted with G
Bat Swing	⇨⇨A	M	38	-
Shoelace Slash	⇘A	L	25	-
Counter Slash	⇦A	H	27	⇦**A** to shift to Boomerang Stance position. As a Counterattack: lurch
Sword Trip	⇙A	L	29	As a Counterattack: flies away
Crouching Slash	⇩A	SM	17	-
Cyclone Attack	⇖ or ⇧ or ⇗A	M	40	Possible to hold, at maximum: further attacks with damage 43, 24, 16
Spin Attack	⇩⇙⇦A	H, H	18, 22	Possible to hold, at maximum: unblockable. The longer you press **A**, the greater the number of spin attacks: damage either 18, 10, 22 or (at maximum): 18, 10, 10, 30
Vertical Slash	B	M	16	Cancel with G. **B** to shift to Bow Stance position
Double Sword Slash (Vertical)	B.B	M, M	16, 21	-
Slash Kick Combo	B.K	M, M	16, 16	-
Sword Sweep	bA	M	30	Automatic Guard Impact against horizontal attacks
Sword Sweep ~ Spin Attack	b**A**	M, H, H	30, 18, 22	Automatic Guard Impact against horizontal attacks. Possible to hold, at maximum: unblockable from second attack onwards. The longer you press **A**, the greater the number of spin attacks: damage either 30, 18, 10, 22 or (at maximum): 30, 18, 10, 10, 30
Stab	⇨B	M	23	-
Illusion Stab Combo	⇨B quickly one after the other	M, H, M, SM, H, SM, M	23, 5 x 5, 23	-
Running Hack	⇨⇨B	M	42	In SC1: Guard Break. As a Counterattack: bounce off ground
Half-Moon Swipe	⇘B	M	27	⇘**B** to shift to Bow Stance
Double Spin Slash	⇦B.A	M, H	23, 31	Possible to hold second attack, at maximum: damage 46
Power Thrust	⇦⇦B	M	30	Possible to hold to shift to Bow Stance position. At maximum: Guard Break, damage 40 and in SC3 unblockable
Down Slash	⇙B	M	17	-
Sword Plant	⇩B	M, M	40	If second attack hits, B inflicts a further mid hit (damage 17)
Running Spin Splash	⇨⇨bA		48	Possible to hold, at maximum: damage 58
Rocket Stab	⇖ or ⇧ or ⇗B	M	28	-
Kick	K	H	12	Cancel with G. **K** to shift to Bomb Stance position
Front Kick	⇨K	H	25	⇨**K** to shift to Bomb Stance position. As a Counterattack: stagger
Mid Kick	⇘K	M	20	As a Counterattack: flies away
Low Kick	⇩K	L	11	-
Double Kick	⇙K.K	L, H	16, 28	As a Counterattack: flattened
Kick Out	⇦K	M	20	-
Hyper Dash Attack	⇦⇦B+K	M, M	25, 40	Second attack: Guard Break. Possible to hold, at maximum: unblockable and further attacks (damage 25, 25, 40). Cancel with G
Crouching Slash	While crouching A	SM	13	-
Crouching High Slash	While crouching B	M	18	-
Crouching Low Kick	While crouching K	L	11	-
Rising Horizontal Slash	While getting up A	M	32	**A** while getting up to shift to Boomerang Stance position
Rising High Slash	While getting up B	M	20	-

	Special Move	Entry	Attack level	Damage	Notes
	Leaping Split Combo	While getting up K⇩B	M, M	26, 32	If second attack hits, B inflicts a further hit (damage 17). If first attack hits as a Counterattack: flies away
	Turning Horizontal Slash	Back facing opponent A	M	23	-
	Turning Vertical Slash	Back facing opponent B	M	33	-
	Turning Kick	Back facing opponent K	M	19	-
	Crouch Turn Slash	While crouching and back facing opponent A	M	16	-
	Crouch Turn Vertical Slash	While crouching and back facing opponent B	M	28	-
	Crouch Turn Kick	While crouching and back facing opponent K	M	12	-
	Jump Slash	**G** Jump A	H	35	Jump with ⇖: damage 30
	Leap Strike	**G** Jump B	M	45	-
	Jump Kick	Jump K	H	22	Jump with ⇖: opponent doesn't fall over
	Landing Crouch Slash	Jump (delayed) A	L	24	-
	Landing High Slash	Jump (delayed) B	M	34	-
	Landing Kick Combo	Jump (delayed) K.K	L, H	18, 28	If first attack hits as a Counterattack: flattened
Bow Stance	Bow Stance	A+B	SP	-	Use analog stick to move
	~Boomerang Stance	During Bow Stance A	SP	-	-
	Bow	During Bow Stance B	H	40	Guard Break. A+B.**B** for unblockable: damage 60
	Bow (High)	During Bow Stance ⇗B	H	45	Guard Break
	Bow (Low)	During Bow Stance ⇘B	L	29	-
	~Bomb Stance	During Bow Stance K	SP	-	-
Bomb Stance	Bomb Stance	B+K	SP	-	Use analog stick to move. If the bomb is not thrown, the explosion causes damage 60 to the character
	~Boomerang Stance	During Bomb Stance A	SP	-	-
	~Bow Stance	During Bomb Stance B	SP	-	-
	Bomb	During Bomb Stance K	M	34 (11)	unblockable in so far as the bomb is only thrown at the last moment: damage 52 by explosion and damage 17 by bouncing off the ground
Boomerang Stance	Boomerang Stance	A+K	SP	-	-
	Boomerang	During Boomerang Stance A	H, H	25, 15	With A+K⇧ or A+K⇩ to change direction of the throw
	~Bow Stance	During Boomerang Stance B	SP	-	-
	~Bomb Stance	During Boomerang Stance K	SP	-	-
Forward/Side Roll	Forward Roll	⇨⇨K	SP	-	-
	Force Counter Slash	During Forward Roll A	M	30	As a Counterattack: stagger
	Rocket Stab	During Forward Roll B	M	38	-
	Leaping Split Kick Combo	During Forward Roll K⇩B	M, M	26, 32	If second attack hits, B inflicts a further mid hit (damage 17). If the first attack hits as a Counterattack: flies away
	Side Roll	During Forward Roll ⇧ or ⇩	SP	-	-
	Side Roll Slash (Right)	During Side Roll (Right) A	H	36	-
	Side Roll Slash (Left)	During Side Roll (left) A	H	36	-
	Rocket Stab	During Side Roll B	M	38	-
	Leaping Split Kick Combo	During Side Roll K⇩B	M, M	26, 32	If second attack hits, B inflicts a further mid hit (damage 17). If the first attack hits as a Counterattack: flies away
Back Somersault	Back Somersault	⇦⇦K	SP	-	-
	Force Counter Slash	During Back Somersault A	M	30	As a Counterattack: stagger
	Leap Strike	During Back Somersault B	M	45	In SC1: Guard Break
	Knee Thrust	During Back Somersault K	M	27	As a Counterattack: flies away
8 Way Run	Bat Swing	→A	M	38	-
	Running Hack	→B	M	42	In SC1: Guard Break. As a Counterattack: bounce off ground
	Sliding	→K	L	25	-
	Link Spin Slash	→bA	H	48	Possible to hold, at maximum: damage 58
	Bow Stance	→A+B	SP	-	Shifts to Bow Stance position
	Bomb Stance	→B+K	SP	-	Shifts to Bomb Stance position
	Boomerang Stance	→A+K	SP	-	Shifts to Boomerang Stance position
	Swing Under	→B+G	Throw	25	Escape with B. As a Counterattack: stagger

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS
ASTAROTH
CASSANDRA
CERVANTES
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG
ASSASSIN
BERSERKER
LIZARDMAN

	Special Move	Entry	Attack level	Damage	Notes
8 Way Run	Force Counter Slash	↗A	M	30	As a Counterattack: flies away
	Running Hack	↗B	M	42	In SC1: Guard Break. As a Counterattack: bounce off ground
	Running Spin Slash	↗bA	H	48	Possible to hold, at maximum: damage 58
	Knee Thrust	↗K	M	27	-
	Bow Stance	↗A+B	SP	-	Shifts to Bow Stance position
	Bomb Stance	↗B+K	SP	-	Shifts to Bomb Stance position
	Boomerang Stance	↗A+K	SP	-	Shifts to Boomerang Stance position
	Force Counter Slash	↘A	M	30	-
	Running Hack	↘B	M	42	In SC1: Guard Break. As a Counterattack: bounce off ground
	Running Spin Slash	↘bA	H	48	Possible to hold, at maximum: damage 58
	Knee Thrust	↘K	M	27	-
	Bow Stance	↘A+B	SP	-	Shifts to Bow Stance position
	Bomb Stance	↘B+K	SP	-	Shifts to Bomb Stance position
	Boomerang Stance	↘A+K	SP	-	Shifts to Boomerang Stance position
	Spinning Leap Strike	↑A	H	36	-
	High Launcher	↑B	M	32	**↑B** to shift to Bow Stance position
	Propeller Kick	↑K	H	24	**↑K** to shift to Bomb Stance position. ↑K⇨ to shift to Forward Roll position. ↑K⇦ to shift to Back Somersault position
	Bow Stance	↑A+B	SP	-	Shifts to Bow Stance position
	Bomb Stance	↑B+K	SP	-	Shifts to Bomb Stance position
	Boomerang Stance	↑A+K	SP	-	Shifts to Boomerang Stance position
	Spinning Leap Strike	↓A	H	36	-
	High Launcher	↓B	M	32	**↓B** to shift to Bow Stance position
	Propeller Kick	↓K	H	24	**↓K** to shift to Bomb Stance position. ↓K⇨ to shift to Forward Roll position. ↓K⇦ to shift to Back Somersault position
	Bow Stance	↓A+B	SP	-	Shifts to Bow Stance position
	Bomb Stance	↓B+K	SP	-	Shifts to Bomb Stance position
	Boomerang Stance	↓A+K	SP	-	Shifts to Boomerang Stance position
	Grass Cutter	↖A	L	30	Possible to hold, at maximum: damage 40
	Grass Cutter High Feint	↖A.B	M	38	First attack is a feint, second attack is a hit
	Sword Chop	↖B	M	30	-
	Knee Thrust	↖K	M	27	-
	Bow Stance	↖A+B	SP	-	Shifts to Bow Stance position
	Bomb Stance	↖B+K	SP	-	Shifts to Bomb Stance position
	Boomerang Stance	↖A+K	SP	-	Shifts to Boomerang Stance position
	Grass Cutter	↙A	L	30	Possible to hold, at maximum: damage 40
	Grass Cutter High Feint	↙A.B	M	38	First attack is a feint, second attack is a hit
	Sword Chop	↙B	M	30	-
	Knee Thrust	↙K	M	27	-
	Bow Stance	↙A+B	SP	-	Shifts to Bow Stance position
	Bomb Stance	↙B+K	SP	-	Shifts to Bomb Stance position
	Boomerang Stance	↙A+K	SP	-	Shifts to Boomerang Stance position
	Counter Slash	←A	H	27	**←A** to shift to Boomerang Stance position. As a Counterattack: lurch
	Power Thrust	←B	M	30	Possible to hold, at maximum: damage 40, Guard Break and stagger. At maximum and SC3: unblockable. Continue to press B to shift to Bow Stance position
	Somersault	←K	SP	-	Shifts to Back Somersault position
	Bow Stance	←A+B	SP	-	Shifts to Bow Stance position
	Bomb Stance	←B+K	SP	-	Shifts to Bomb Stance position
	Boomerang Stance	←A+K	SP	-	Shifts to Boomerang Stance position
Throws	Arm Twist	A+G	Throw	50	Escape with A
	Running Slash	B+G	Throw	55	Escape with B
	Piggyback Throw	On opponent's left A+G or B+G	Throw	58	Escape with A or B depending on which Throw is entered
	Power Roll	On opponent's right A+G or B+G	Throw	65	Escape with A or B depending on which Throw is entered
	Shield Shove	Behind opponent A+G or B+G	Throw	48	No escape possible (except for Voldo and Astaroth)
	Swing Under	⇨⇨B+G	Throw	25	-
Wall Jump	Landing Crouch Slash	Wall Jump A	L	24	-
	Landing High Slash	Wall Jump B	M	34	-
	Landing Kick Combo	Wall Jump K.K	L, H	18, 28	If first attack hits as a Counterattack: flattened

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Special Move	Entry	Attack level	Damage	Notes
Opening	No (basic stance)	-	-	-
Twin Snakes	A.A	H, H	14, 20	Shifts to Right Cross position. During first attack possible to cancel with G
Mark of the Snake	A.A.B	H, H, M, M, M, M	14, 20, 14, 14, 16, 24	-
Coiling Dragon	A.A.K.K	H, H, L, M	14, 20, 35, 30	-
Snake Scythe	⇙A	L	34	-
Tongue	⇩A	SM	15	-
Lotus	⇘A	M	30	As a Counterattack: stagger
Nunchaku Slap	⇦A	H	35	⇦A to shift to Behind Lower position. ⇦A⇧ or ⇩K to shift to Right Outer position
Nunchaku Slap to Steel Dragon	⇦A.B	H, H	35, 47	⇦A.bB to shift to Left Outer position
N. Slap to Branding Nunchaku	⇦A.B←	H, M, M, M, M, M	35, 10 x 5	Cancel with G. Shifts to Left Inner position
Serpent's Bane	⇦A.bA.A.B	H, M, M, M	35, 20, 25, 20	Delay of third and fourth attack is possible. Possible to hold fourth attack: Guard Break, damage 48
Wave Slice	⇦⇦A	L	36	-
Lunging Snake	⇨A	H	22	Shifts to Right Outer position
Tiger Pounce	⇨⇨A	M, M	28, 32	Cancel with G. Guard Impact possible during recovery period
Striking Snake	⇨⇨agA	H	35	-
Cobra Fangs	⇨⇨ag⇧B	M	35	Shifts to Left Outer position
Dandy Surprise	⇩⇘⇨A	L, L, L, L, L	10 x 5	Shifts to Behind Lower position
Stone Wall	aK	H, M	25, 24	Shifts to Left Outer position
Stone Kick	aK←	M	37	-
Snake Bite	B	M	20	Shifts to Right Outer position. Cancel with G
Serpent's Breath	B⇩	M	47	Shifts to Right Outer position. In SC3: unblockable
Inner Biting Upper	⇙B	M	23	-
Falling Fang	⇩B	M	18	-
Biting Upper	⇘B	M	32	-
Snake Kiss	⇦B	M	20	Shifts to Left Outer position
Snake Wing Sobat	⇦B.B.K	M, M, M	20, 25, 25	Possible to hold second attack, at maximum: Damage 40. During third attack, possible to cancel with G. Guard Impact is possible during recovery period
Reverse Snake Cross	⇦⇦B	M	25	Shifts to Right Cross position. In SC2: Guard Break
Steel Dragon	⇨B	H	47	⇨bB to shift to Left Outer position
Branding Nunchaku	⇨B←	M, M, M, M, M	35, 10 x 5	Always possible to cancel with G. Shifts to Left Inner position after fifth attack
Serpent's Desire	⇨bA.A.B	M, M, M	20, 25, 20	Delay of second and third attack is possible. If the second attack hits as a Counterattack: stagger. Possible to hold third attack, at maximum: Guard Break, damage 48
Dragon Splitter	⇨⇨B	M	38	Shifts to Left Outer position. ⇨⇨B.G to abort shift. In SC1: Guard Break. In SC3: unblockable
Mantis Lunge	⇩⇘⇨B	M, M, M	10, 10, 30	Shifts to Left Inner position. ⇩⇘⇨B.G to abort shift
Fang Scratch	K	H	20	Cancel with G
Quick Slice	⇙K	L	14	-
Illusion Kick	⇩K.B	L, M	18, 35	Shifts to Right Outer position
Illusion Low Kicks	⇩K.K	L, L	18, 20	As a Counterattack: flies away
Snap Kick	⇘K	M	22	-
Right Roundhouse	⇦K	H	32	-
Rolling Sobat	⇦⇦K	H	42	-
Left Roundhouse	⇨K	H	32	-
Dragon Roar Bite	⇨⇨K.B	H, M	38, 35	Shifts to Right Outer position. If second attack hits as a Counterattack: propels back
Dragon Roar Sweep	⇨⇨K.K	H, L	38, 30	Delay of second attack is possible. If second attack hits as a Counterattack: propels back
Hurricane	⇩⇘⇨K	M, M, M, M	15, 15, 20, 20	Cancel with G. Cancel prior to first attack: character does a roll
Falling Dragon	kB.A	M, L	30, 25	Possible to hold second attack.
Dragon Pounce	kB.K	M, M	30, 26	Possible to hold second attack, at maximum: damage 46.
Serpent's Pleasure	A+B	M, M	24, 24	A+B⇩ does not carry out second attack, shifts to Right Cross position
Rage of Pleasure	⇦A+B	M, M	25, 34 (11)	Possible to hold, at maximum: Guard Break
Dragon's Sky	⇨A+B	H	50	Shifts to Behind Lower position. ⇨A+B.G to abort shift
Fury	B+K.B.B.B.A	M x9	5, 5, 6, 6, 7, 7, 8, 8, 25 (8)	Shifts to Right Outer position
Tiger Slaughter	⇩B+K.B	L, L	15, 27	-
Nunchaku Lick	⇘B+K	L	20	⇘b+kB to shift to Right Outer position
Twisted Loop	⇦B+K	M, U	51 (17)	Cancel with G
Dragon Cannon	⇨⇨B+K	M	46	-
Left Inner	⇦ or ⇨A+K or A+K	Special	-	Shifts to Left Inner position
Right Outer~Behind Lower	⇩A+K	Special	-	Shifts to Right Outer position, then automatically to the Behind Lower position. If the character is on the right: ⇧A+K

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS
ASTAROTH
CASSANDRA
CERVANTES
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG
ASSASSIN
BERSERKER
LIZARDMAN

	Special Move	Entry	Attack level	Damage	Notes
	Guillotine Dance	↘A+K	L, H	26, 24	-
	Tongue	While crouching A	SM	15	-
	Rope Dancer	While crouching ↘A.A.A	L, L, L	8 x 3	Always shifts to Right Outer position
	Scythe Fang	While crouching ↙A.B	L, M	32, 32	Shifts to Left Outer position
	Crouching Inner Upper	While crouching B	M	18	-
	Quick Slice	While crouching K	L	14	-
	Dragon's Brand	While crouching A+B	M	50	Shifts to Left Inner position
	Nunchaku Cross	While getting up A	M	22	-
	Rolling Biting Upper	While getting up B	M	24	Shifts to Left Inner position
	Dragon Scream	While getting up K.K	M, H	35, 32	-
	Dragon's Brand	While getting up A+B	M	50	Shifts to Left Inner position
	Reverse Snake	Back facing opponent A	H	15	-
	Reverse Snake Bite	Back facing opponent B	M	22	-
	Reverse Fang Scratch	Back facing opponent K	H	25	-
	Reverse Tongue	While crouching and back facing opponent A	L	15	-
	Reverse Biting Upper	While crouching and back facing opponent B	M	18	-
	Reverse Illusion Kick	While crouching and back facing opponent K	L	14	-
	Leaping Snake	Jump A	H	26	-
	Cobra Fangs	Jump B	M	35	Shifts to Left Outer position
	Jump Kick	Jump K	M	20	-
	Falling Snake Scythe	Jump (delayed) A	L	24	Shifts to Right Cross position
	Falling Nunchaku Lick	Jump (delayed) B	L	30	Shifts to Right Outer position
	Reverse Roundhouse	Jump (delayed) K	M	37	-
Right Outer	Right Outer	-	Special	-	Shifts to Opening position without touching buttons
	Dragon Bite	During Right Outer A.K	H, M	22, 28	Possible to hold second attack, at maximum: damage 48. During Right Outer A to shift to Behind Lower position
	Dragon Wing Sobat	During Right Outer B.B.K	M, M, M	30, 25, 25	During Right Outer B or B.B shifts to Right Cross position. Possible to hold second attack, at maximum: damage 40. During third attack possible to cancel with G, where Guard Impact is possible during recovery period
	Falling Dragon	During Right Outer K.A	M, L	30, 25	Possible to hold second attack
	Dragon Pounce	During Right Outer K.K	M, M	30, 26	Possible to hold second attack (damage 46)
Behind Lower	Behind Lower	-	Special	-	Shifts to Opening position without touching buttons
	Inverted Moon	During Behind Lower A	H	25	-
	Lunging Biting Upper	During Behind Lower B	M	32	Shifts to Left Outer position. Possible to hold, at maximum: Guard Break
	Fury Kicks	During Behind Lower K.K	L, H	25, 25	With K character jumps back
Right Cross	Right Cross	-	Special	-	Shifts to Opening position without touching buttons
	Tiger Pounce	During Right Cross A	M, M	30, 32	Cancel with G
	Striking Snake	During Right Cross agA	H	35	-
	Cobra Fangs	During Right Cross ag⇧B	M	35	Shifts to Left Outer position
	Mark of the Beast	During Right Cross B	M, M, M, M	14, 14, 16, 24	-
	Water Slice	During Right Cross K.K	L, M	35, 30	-
Left Outer	Left Outer	-	Special	-	Shifts to Right Cross without touching buttons
	Bloody Cross	During Left Outer A.K	L, M	30, 32	-
	Wing Slice	During Left Outer B	M	25	Possible to hold, at Maximum: damage 40. Shifts to Right Cross position
	Wing Sobat	During Left Outer B.K	M, M	25, 25	Possible to hold first attack, at maximum: damage 40. During second attack cancel with G, where Guard Impact is possible during recovery period
	Circle Kick	During Left Outer K	L	32	-
Left Inner	Left Inner	-	Special	-	Shifts to Behind Lower position without touching any further buttons
	Purity Cross	During Left Inner A	H	35	aA to shift to Right Cross position
	Canyon Carve	During Left Inner B	M	42	Shifts to Behind Lower position. Cancel attack and shift to Right Outer position with B.G. In SC1: Guard Break. Possible to hold, at maximum: Guard Break
	Wheel Kick	During Left Inner K.K	M, H	30, 32	Delay of second attack is possible. As a Counterattack: collapse

	Special Move	Entry	Attack level	Damage	Notes
Pure Soul Loop	Pure Soul Loop 1	→ during a position	-	-	Automatic change of position: Left Inner=>Left Outer=>(Behind Lower=>Right Cross=>Right Outer). () = is on continuous repeat
	Pure Soul Loop 2	← during a position	-	-	Automatic change of position: Left Outer=>Left Inner=>(Right Cross=>Behind Lower=>Right Outer). () = is on continuous repeat
	Pure Soul Loop 3	**A+K** during Opening or position	-	-	Automatic change of position with movement possibilities: Right Cross=>Left Inner=>Behind Lower=>(Left Outer=>Right Outer). () = is on continuous repeat
8 Way Run	Tiger Pounce	→A	M, M	28, 32	Cancel with G, where Guard Impact is possible during recovery period
	Striking Snake	→agA	H	35	-
	Cobra Fangs	→ag⇑B	M	35	Shifts to Left Outer position
	Dragon Splitter	→B	M	38	Shifts to Left Outer position. →B.G to abort shift. In SC1: Guard Break. In SC3: unblockable.
	Sliding	→K	L	28	-
	Cobra Strike	→A+B	H	50	Shifts to Behind Lower position. →A+B.G to abort shift
	Dragon Cannon	→B+K	M	18	-
	Dandy Surprise	→A+K	L, L, L, L, L	10 x 5	Shifts to Behind Lower position
	Striking Snake	↗A	H	35	-
	Return of Fear	↗B	M	50	Shifts to Behind Lower position. ↗B.G to shift to Right Cross. In SC1: Guard Break. As a Counterattack: flying impact
	Back Kick	↗K	M	18	As a Counterattack: flies away
	Serpent's Pleasure	↗A+B	M, M	24, 24	Cancel with ↗ or ↘ or ↑ or ↓A+B,↓. Shifts to Right Cross position
	Dragon Cannon	↗B+K	M	46	-
	Dandy Surprise	↗A+K	L, L, L, L, L	10 x 5	Shifts to Behind Lower position
	Striking Snake	↘A	H	35	-
	Return of Fear	↘B	M	50	Shifts to Behind Lower position. ↘B.G. Shifts to Right Cross position. In SC1: Guard Break. As a Counterattack: flying impact
	Back Kick	↘K	M	18	As a Counterattack: flies away
	Serpent's Pleasure	↘A+B	M, M	24, 24	Cancel with ↗ or ↘ or ↑ or ↓A+B,↓. Shifts to Right Cross position
	Dragon Cannon	↘B+K	M	46	-
	Dandy Surprise	↘A+K	L, L, L, L, L	10 x 5	Shifts to Behind Lower position
	Northern Lights	↑A	M	40	If character is on the right: ↓A. As a Counterattack: hefty lurch
	Steel Dragon	↑B	H	47	Shifts to Left Outer position
	Branding Nunchaku	↑B←	M, M, M, M, M	35, 10 x 5	Shifts to Left Inner position. Cancel with G
	Serpent's Desire	↑bA.A.B	M, M, M	20, 25, 20	As a Counterattack: Stagger. Delay of second and third attack is possible. Possible to hold third attack, at maximum: damage 48, Guard Break
	Circle Kick	↑K	L	32	If the character is on the right: ↓K
	Serpent's Pleasure	↑A+B	M, M	24, 24	Cancel with ↗ or ↘ or ↑ or ↓A+B,↓. Shifts to Right Cross position
	Hurricane	↑B+K	M, M, M, M	15, 15, 20, 20	Cancel with G. Cancel prior to first attack: character does a roll
	Dandy Surprise	↑A+K	L, L, L, L, L	10 x 5	Shifts to Behind Lower position
	Northern Lights	↓A	M	40	Shifts to Left Inner position. If character is on the right: ↑A, As a Counterattack: hefty lurch
	Steel Dragon	↓B	H	47	Shifts to Left Outer position
	Branding Nunchaku	↓B←	M, M, M, M, M	35, 10 x 5	Shifts to Left Inner position. Cancel with G
	Serpent's Desire	↓bA.A.B	M, M, M	20, 25, 20	As Counterattack: Stagger. Delay of second and third attack is possible. Possible to hold third attack, at maximum: Damage 48 and Guard Break
	Water Slice	↓K.K	L, M	35, 30	If character is on the right: ↑K,K
	Serpent's Pleasure	↓A+B	M, M	24, 24	Cancel with ↗ or ↘ or ↑ or ↓A+B,↓. Shifts to Right Cross position
	Hurricane	↓B+K	M, M, M, M	15, 15, 20, 20	Cancel with G
	Dandy Surprise	↓A+K	L, L, L, L, L	10 x 5	Shifts to Behind Lower position
	Wave Slice	↖A	L	36	-
	Mark of the Beast	↖B	M, M, M, M	14, 14, 16, 24	-
	Rolling Sobat	↖K	H	42	-
	Rage of Pleasure	↖A+B	M, M	25, 34 (11)	Possible to hold, at maximum: first attack Guard Break
	Hurricane	↖B+K	M, M, M, M	15, 15, 20, 20	Cancel with G
	Dandy Surprise	↖A+K	L, L, L, L, L	10 x 5	Shifts to Behind Lower position
	Wave Slice	↙A	L	36	-
	Mark of the Beast	↙B	M, M, M, M	14, 14, 16, 24	-
	Rolling Sobat	↙K	H	42	-
	Rage of Pleasure	↙A+B	M, M	25, 34 (11)	Possible to hold, at maximum: first attack Guard Break
	Hurricane	↙B+K	M, M, M, M	15, 15, 20, 20	Cancel with G
	Dandy Surprise	↙A+K	L, L, L, L, L	10 x 5	Shifts to Behind Lower position
	Wave Slice	←A	L	36	-
	Reverse Snake Cross	←B	M	25	Shifts to Right Cross position. In SC2: Guard Break
	Rolling Sobat	←K	H	42	-

	Special Move	Entry	Attack level	Damage	Notes
8 Way Run	Rage of Pleasure	←A+B	M, M	25, 34 (11)	Possible to hold, at maximum: first attack Guard Break
	Twisted Loop	←B+K	M, U	51 (17)	unblockable. Cancel with G
	Dandy Surprise	←A+K	L, L, L, L, L	10 x 5	Shifts to Behind Lower position
Throws	Falling Heaven Dragon	A+G	Throw	60	Escape with A
	Lynching	B+G	Throw	60	Escape with B
	Dragon Destroyer	On opponent's left A+G or B+G	Throw	60	Escape with A or B – depending on which Throw is entered
	Leaving the Dragon Nest	On opponent's right A+G or B+G	Throw	60	Escape with A or B - depending on which Throw is entered. Shifts to Behind Lower position
	Parting the Waves	Behind opponent A+G or B+G	Throw	60	No Escape possible (except for Voldo and Astaroth)
Wall Jump	Falling Snake Scythe	During Wall Jump A	L	24	Shifts to Right Cross position
	Falling Nunchaku Lick	During Wall Jump B	L	30	Shifts to Right Outer position
	Dragon Roar Bite	During Wall Jump K.B	H, M	38, 35	Shifts to Right Outer position
	Dragon Roar Sweep	During Wall Jump K.K	H, L	38, 30	As a Counterattack: flies away

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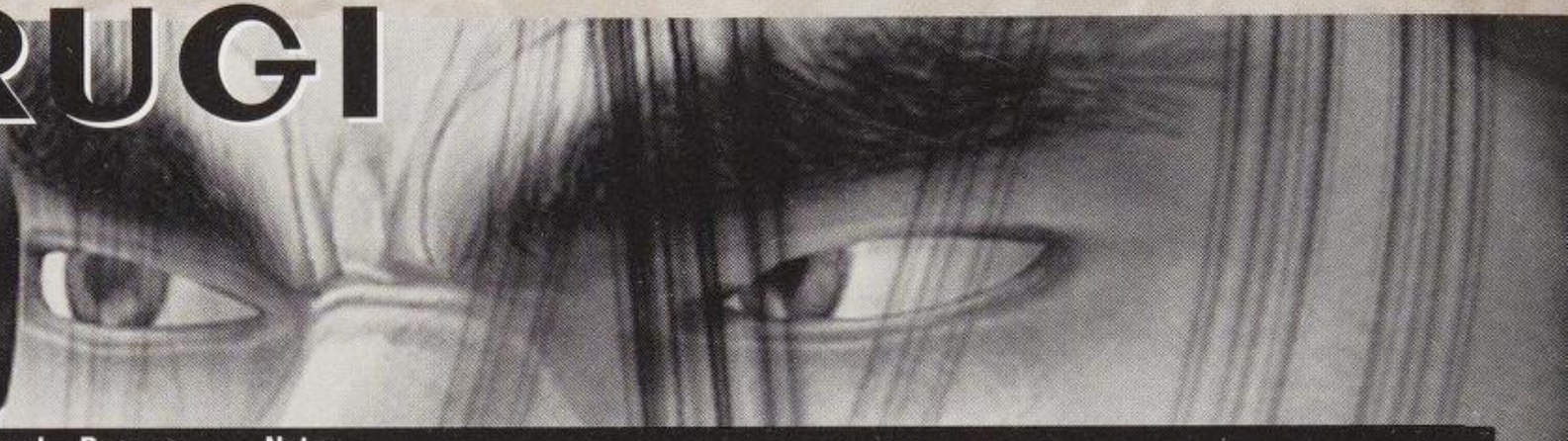

Special Move	Entry	Attack level	Damage	Notes
Twin Splinters	A.A	H, H	13, 16	After first hit, possible to cancel with G
Disembowel	A⇨	H	33	Automatic Guard Impact against vertical attacks
Shin Slicer	↙A	L	42	Possible to hold
Shin Slicer Feint	↙A.B	M	52	First attack is a feint, second attack hits. Guard Break. Possible to hold first hit
Knee Slice	⇩A	SM	12	-
Splitting Gold	↘A	M	21	As Counterattack: stagger
Drawn Breath	⇦A	H	28	⇦A⇨ to shift to Mist position. As a Counterattack: spin 180°
Double Reaver	⇨A.A	H, M	16, 23	Second attack as a Counterattack: stagger
Drawn Air	⇦⇦A	M	38	⇦⇦**A** to shift to Relic position. As Counterattack: flies away
Swift Edge	⇨⇨A.A	H, H	23, 23	⇨⇨A⇧ or ⇩ to shift to Half Moon Death position
Parting Thrust	⇩↘⇨A	H	28	Possible to hold, at maximum: damage 33
Forced Prayer Divide	B.B	M, M	17, 19	After first hit possible to cancel with G. Delay of second attack is possible. B.B⇨ to shift to Mist position. B⇧ or ⇩ to shift to Half Moon Death position
Flag Dance	↙B	M	33	Possible to hold. As a Counterattack: opponent flies higher
Rust	⇩B	M	17	-
Heaven Cannon	↘B	M	33	-
Wind Hole Vortex	⇦B	M	42	⇦B⇨ to shift to Mist position. Possible to hold, at maximum: damage 55 and SC1: Guard Break. As a Counterattack: stagger
Wind Hole	⇨B	M	24	As a Counterattack: an extra thrust
Wind Hole (Upper)	⇨B⇧	H	20	As Counterattack: an extra thrust
Wind Hole (Lower)	⇨B⇩	L	20	Quick entry: damage 35
Faint Wind Hole	⇨B⇦	M	47	-
Dual Wind Hole	⇨B⇦B	M, M	24, 47	As a Counterattack: stagger
Forced God Divide	⇦⇦B.B	M, M	22, 33	Possible to hold second attack, at maximum: damage 38 and Guard Break. Delay of second attack is possible
Heavenly Prayer	⇨⇨B.B.B	M, M, M	19, 22, 38	Possible to hold third attack, at maximum: damage 47 and Guard Break. ⇨⇨B.B⇧ or ⇩ to shift to Half Moon Death
Mask	B⇨	H	28	As a Counterattack: Pitches over
Stone Wall Thrust	⇩↘⇨B	M	47	Possible to hold, at maximum: damage 57. If SC2: Guard Break. As a Counterattack: opponent flies away
Mountain Divide	bA	M	33	-
Snap Kick	K	H	14	Possible to cancel with G
Hem Stitch	↙K	L	14	-
Stalk Shaver	⇩K.B	L, M	23, 28	⇩K.B⇨ to shift to Mist position
Front Kick	↘K	M	20	-
Bullet Cutter	⇦K.B	M, M	24, 30	-
Wheel Kick	⇨K	H	23	As a Counterattack: opponent flies away
Rising Knee	K⇨ or ⇨⇨K	M	31	As a Counterattack: knock down
Obedience	kB	M, M	22, 42	kB⇩ for short recovery period: (damage 22, 19)
Steel Slicer	A+B	M, M	23, 42	After first hit possible to cancel with G
Phoenix Tail	⇨⇨A+B	M	52	Cancel with G. In SC3: unblockable
Cold Stitch	⇩A+B	M	28	-
Autumn Requiem	B+K	M (AT)	19	In close combat: Attack Throw with damage 32

	Special Move	Entry	Attack level	Damage	Notes
	Stone Throw	⇦B+K	M	36	Automatic Guard Impact against horizontal attacks
	Dividing Thrust	A+K	M (AT)	30	A+K⇨ in close combat: other Attack Throw with damage 32
	Disembowel	⇦A+K	H	33	Automatiic Guard Impact against vertical attacks
	Knee Slice	While crouching A	SM	14	-
	Upper Arch	While crouching B	M	17	-
	Time Hole	While crouching ↘B	M	33	-
	Wing Blade ~ Cold Stitch	While crouching ↙B.B	M, M	36, 46	Guard Break
	Hem Stitch	While crouching K	L	13	-
	Shin Vanish	While crouching ↙A+B	L	29	-
	Reaving Shears	While getting up A.A	M, H	23, 19	-
	Wind Divide	While getting up B	M	23	-
	Front Kick	While getting up K	M	19	-
	Flag Dance	While getting up A+B	M	38	As a Counterattack: opponent flies higher
	Reverse Slice	Back facing opponent A	H	17	-
	Reverse Divide	Back facing opponent B	M	33	-
	Reverse Kick	Back facing opponent K	H	21	-
	Hidden Slice	While crouching and back facing opponent A	L	14	-
	Hidden Divide	While crouching and back facing opponent B	M	24	-
	Hidden Kick	While crouching and back facing opponent K	L	14	-
	Field Reave	Jump A	H	42	-
	Shearing Knot	Jump B	M	28	-
	Jump Kick	Jump K	M	36	-
	Field Ravage	Jump (delayed) A	L	23	-
	Falling Rust	Jump (delayed) B	M	39	-
	Front Kick	Jump (delayed) K	M	19	-
	Wheel Slash	**G** Jump A+B	M	38	Jump with ↗: damage 38. Jump with ⇧ or ↖: damage 28
Relic	Relic	⇦A+B	SP	-	Directional buttons move character
	Parting Arc	During Relic A	H	38	aB to shift to Mist position
	Fire Brand	During Relic B	M	36	Opponents are hit while crouching: collapse
	Relic Low Kick	During Relic K	L	17	**K** to shift to basic position. As Counterattack: collapse
	Bill of Fire	During Relic A+B	H (U)	28	Possible to hold. Depending on length of hold: mid damage 42 (unblockable). Or: low, low damage 23, 28 (unblockable), thereafter basic position
	Mist	During Relic B+K	SP	-	Shift to Mist position
	False Purification	During Relic A+B+K	SP	-	Automatic Guard Impact against horizontal attacks. Thereafter automatic Counterattack: damage 56
		During Relic ⇨G		-	Position is only kept when no Guard Impact occurs
Mist	Mist	⇨A+B	SP	-	Directional buttons move character
	Mist Stab Combo	During Mist A.A.A	H, H, H	11, 11, 11	If only first attack is carried out, position is retained. A.B+K or A.A.B+K or A.A.A.B+K to shift to Relic position
	Mist Thrust	During Mist A.B	H, M (AT)	11, 26	If only first attack is carried out, position is retained. A.B⇨ to shift position after Throw
	Mist Pursuit	During Mist A.K	H, L	11, 26	-
	Dividing Thrust	During Mist B	M (AT)	38	B⇨ in close combat Attack Throw: damage 32
	Water Mist Kick	During Mist K	L	19	-
	Divide	During Mist A+B	M	52	Automatic Guard Impact against high and mid attacks
	Relic	During Mist B+K	SP	-	Shifts to Relic position
Half Moon Death	Half Moon Death	⇧ or ⇩B+K or ⇨↘⇩↙⇦A	SP	-	↑ or ↓B+K to move
	Summer Eve	During Half Moon Death A.A	H, H	25, 38	-
	Star Fall Eve	Immediately during Half Moon Death A or ⇨↘⇩↙⇦**A**	H	24	-
	Crescent Moon	During Half Moon Death B.B	M, M	19, 26	-
	Trooper Roll	During Half Moon Death bA	M	42	-
	Shin Clip	During Half Moon Death K	L	23	-

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS
ASTAROTH
CASSANDRA
CERVANTES
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG
ASSASSIN
BERSERKER
LIZARDMAN

	Special Move	Entry	Attack level	Damage	Notes
Full Moon Death	Full Moon Death	⇨B+K or ⇨↘⇩↙⇦B	SP	-	Directional buttons move character
	Mask	⇨**B+K**	H	28	-
	Full Moon Harvest	During Full Moon Death A	H (U)	57	-
	Full Moon Slash	During Full Moon Death B	M (U)	66	-
	Shin Clip	During Full Moon Death K	L	17	-
	Silent Step	⇩↘⇨	SP	-	Forward step
8 Way Run	Swift Edge	→A.A	H, H	23, 23	→A⇧ or ⇩ to shift to Half Moon Death position
	Heavenly Prayer	→B.B.B	M, M, M	19, 22, 38	Possible to hold third attack. →B.B⇧ or ⇩ to shift to Half Moon Death position
	Sliding	→K	L	26	Sliding
	Phoenix Tail	→A+B	M	52	Cancel with G. In SC3: unblockable,
	Full Moon Death	→B+K	SP	-	Shifts to Full Moon Death position
	Dividing Thrust	→A+K	M (AT)	30	↗A+K⇨ to shift position after Throw
	Sudden Gale	↗A	M	31	-
	Heavenly Dance	↗B.B	M, M	30, 43	↗**B** to shift to Relic position. During second attack it is possible to cancel with G. Delay of second attack is possible
	Rising Knee	↗K	M	31	As a Counterattack: knock down
	Phoenix Tail	↗A+B	M	52	Cancel with G
	Full Moon Death	↗B+K	SP	-	Shifts to Full Moon Death position
	Dividing Thrust	↗A+K	M (AT)	30	↗A+K⇨ to shift position after Throw
	Sudden Gale	↘A	M	31	-
	Heavenly Dance	↘B.B	M, M	30, 43	↗**B** to shift to Relic position. During second attack it is possible to cancel with G. Delay of second attack is possible
	Rising Knee	↘K	M	31	As a Counterattack: knock down
	Phoenix Tail	↘A+B	M	52	Cancel with G
	Full Moon Death	↘B+K	SP	-	Shifts to Full Moon Death position
	Dividing Thrust	↘A+K	M (AT)	30	↗A+K⇨ to shift position after Throw
	Double Scythe	⇧A.A	H, H	18, 24	⇧A.A⇨ to shift to Mist position
	Hell Flash	⇧B	M	34	-
	Demon Slay	During SCE ⇧B.B	M, M	34, 34	Possible from SC2
	Wheel Kick	⇧K	H	27	As a Counterattack: opponent flies away
	Phoenix Tail	⇧A+B	M	52	Cancel with G
	Half Moon Death	⇧B+K	SP	-	Shifts to Full Moon Death position
	Dividing Thrust	⇧A+K	M (AT)	30	↗A+K⇨ to shift position after Throw
	Double Scythe	⇩A.A	H, H	18, 24	⇧A.A⇨ to shift to Mist position
	Cold Steel	⇩B	M	34	-
	Demon Slay	During SCE ⇩B.B	M, M	34, 34	During SC2 ⇩B.B
	Wheel Kick	⇩K	H	27	As a Counterattack: opponent flies away
	Phoenix Tail	⇩A+B	M	52	Cancel with G
	Half Moon Death	⇩B+K	SP	-	Shifts to Full Moon Death position
	Dividing Thrust	⇩A+K	M (AT)	30	↗A+K⇨ to shift position after Throw
	True Vacuum	↖A	L	36	
	Blunt Flames	↖B.A.B	M, H, M	23, 22, 47	Third attack is aborted with G. ↖B.A⇨ to shift to Mist position
	Bullet Cutter	↖K.B	M, M	24, 30	-
	Phoenix Tail	↖A+B	M	52	Cancel with G
	Full Moon Death	↖B+K	SP	-	Shifts to Full Moon Death position
	Dividing Thrust	↖A+K	M (AT)	30	↗A+K⇨ to shift position after Throw
	True Vacuum	↙A	L	36	-
	Blunt Flames	↙B.A.B	M, H, M	23, 22, 47	Third attack is aborted with G. ↖B.A⇨ to shift to Mist position
	Bullet Cutter	↙K.B	M, M	24, 30	-
	Phoenix Tail	↙A+B	M	52	Cancel with G
	Full Moon Death	↙B+K	SP	-	To shift to Full Moon Death position
	Dividing Thrust	↙A+K	M (AT)	30	↗A+K⇨ to shift position after Throw
	Drawn Air	←A	M	38	←**A** to shift to Relic position. As a Counterattack: opponent flies away
	Forced God Divide	←B.B	M, M	22, 33	Possible to hold second attack. Delay of second attack is possible
	Bullet Cutter	←K.B	M, M	24, 30	-
	Relic	←A+B	SP	-	To shift to Relic position
	Stone Throw	←B+K	M	36	Automatic Guard Impact against horizontal attacks
	Dividing Thrust	←A+K	M (AT)	30	←A+K⇨ to shift position after Throw
Throws	Lion's Clutch	A+G	T	60	Escape with A
	Korefuji	B+G	T	60	Escape with B
	Gates of Hell	On opponent's left A+G or B+G	T	65	Escape with A or B depending on which Throw is entered
	8th Bill of Punishment	On opponent's right A+G or B+G	T	65	Escape with A or B depending on which Throw is entered
	Divine Gift	Behind opponent A+G or B+G	T	70	No escape possible (except for Voldo and Astaroth)

	Special Move	Entry	Attack level	Damage	Notes
Wall Jump	Field Ravage	During Wall Jump A	L	23	-
	Falling Rust	During Wall Jump B	M	38	-
	Front Kick	During Wall Jump K	M	19	-
	Wheel Slash	During Wall Jump A+B	M	38	In SC3: unblockable

NECRID

Special Move	Entry	Attack level	Damage	Notes
Rage Tail	A.A	H, H	15, 18	G to cancel during first attack. Possible to hold second attack, at maximum: damage 30. As a Counterattack: cave in
Cataclysm	aB	M	35	If opponent is hit in the air he will be thrust up into the air again
Caliginous Blight	aK.B	M, M, M	15, 25, 30	Third attack In SC2: Guard Break
Scourge Storm	⇨A.A.A	H, H, L	13, 22, 25	-
Scourge Tusk	⇨A.B	H, M	13, 25	Possible to hold second attack, at maximum: damage 34 and Guard Break
Dark Slash	⇨⇨A	H	43	-
Inner Blaze	↘A.K	M, M	30, 29	If first attack hits as a Counterattack: stagger. If second attack hits as a Counterattack: sag. Delay of second attack is possible
Demonic Reaver	⇦A.B	H, M	24, 32	As Counterattack: spin 180°
Deathbreak	⇦⇦A	H, H	11, 28	-
Shadow Hook	agA	L	31	Possible to hold, damage remains. As a Counterattack: flies away
Shadow Hook	↙A	L	31	Possible to hold, at maximum: opponent flies up in the air
Axis	⇩A.K	L, L	16, 12	-
Dragon Tusks	B.B	M, M	18, 27	G to cancel during first attack
Dragon Tornado	B.B quickly one after the other	M, M, M	18, 27, 18	-
Valar's Grasp	bgB	M	15	If opponent was hit at close range and in the air, follow-up possible with an Attack Throw (damage 15, 35)
Grave Caster	bA	L, L, L	5, 5, 5	-
Dreaded Horn	⇨B	M	26	In SC2: Guard Break
Overlord Strike	⇨⇨B	M	47	Possible to hold, at SC2: Guard Break. At maximum: damage 55 and Guard Break
Ember	↘B.B	M, M	27, 25	Delay of second attack is possible. If second attack hits as a Counterattack: pitch over
Skeleton Fang	⇦B	M	25	As a Counterattack: knock down
Soul Strife	⇦⇦B.A	M, L	30, 27	In SC2: first attack Guard Break
Hell Raiser	↙B	M	31	As a Counterattack: opponent flies higher. Possible to hold, at maximum: damage 48, Guard Break and opponent flies higher
War Hammer	⇩B	M	30	-
Quick Kick	K	H	15	Cancel with G
Horn Kick	K⇨	M	29	As a Counterattack: sag
Raging Demon	kB	M, M	21, 40	kB⇩ for a short recovery period and damage 21, 18
Giant Roundhouse	⇨K	H	32	-
Helm Drop	⇨⇨K	M, M, L	20, 23, 34	Character turns his back on opponent. Final attack only hits opponent lying on the ground
Giant Spin Kick	↘K	M	19	-
Biting Kick	⇦K	H	17	As a Counterattack: pitch over
Diving Kick	⇦⇦K	M	44	As a Counterattack: knock down
Low Kick	↙ or ⇩K	L	11	-
Fire Fang	A+B	M	58	Cancel with G. Character turns his back on opponent. Guard Break. In SC3: unblockable
Dragon Roar	⇨⇨A+B	M	49	-
Vulcan Sting	↘A+B	L	40	-
Leviathan	⇩A+B⇩A or B	L, L (AT)	36, 9	If second attack hits, an Attack Throw follows (damage 9, 30), which also thrusts the opponent lying on the ground. Escape with corresponding Throw button (A or B)
Fiery Vine	↙A+B	M	34	Automatic Guard Impact against horizontal high and mid attacks
Void Cannon	B+K	M, U	85	B+K⇨: damage 100. B+K⇦: damage 75
Lost Soul	⇩B+K	L, SM, SM	27, 4, 4	First attack in SC2: Guard Break. In SC1 the second and third attacks from a long way off cause Guard Break: damage 37 and opponent doesn't fall over
Dark Vortex	A+K	M, M	25, 30	Possible to hold, at maximum: damage 35, 40. Cancel with G
Wicked Tail	While crouching A	SM	13	-
Wicked Fang	While crouching B	M	18	-
Vine Snap	While crouching ↘B.B	M, SM	18, 37	Delay of second attack is possible. If second attack hits from a long way off: s-mid. In SC1: Guard Break, damage 37 and opponent doesn't fall over. If second attack hits from close range: 3 hits (low, s-mid, s-mid). In SC2: Guard Break, damage 27, 4, 4 and opponent doesn't fall over
Anklebiter	While crouching K	L	13	-
Hell's Assassin	While crouching A+B	M	50	In SC1: Guard Break

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS
ASTAROTH
CASSANDRA
CERVANTES
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
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VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG
ASSASSIN
BERSERKER
LIZARDMAN

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	Special Move	Entry	Attack level	Damage	Notes
	Chaos Comet	While crouching ↘A+B	H	50	Possible to hold, at maximum: unblockable, damage 80. Possible to cancel with G
	Dark Discus	While getting up A.A	SM, L	27, 40	A.A⇩ to abort second attack
	Devastation	While getting up B	M	28	-
	Dragon Blaze	While getting up K.K	M, H	25, 43	Character lies on the ground on his stomach. Second attack: Guard Break. In SC3: unblockable
	Rage Turn	Back facing opponent A	H	25	-
	Fang Turn	Back facing opponent B	M	36	-
	Necris Dive	Back facing opponent K	H	36	With ⇦K character turns his back on opponent. As a Counterattack: opponent flies up in the air
	Shadow Rage Turn	While crouching and back facing opponent A	M	16	-
	Shadow Fang Turn	While crouching and back facing opponent B	M	28	-
	Shadow Anklebiter	While crouching and back facing opponent K	L	12	-
	Mayhem Slash	Jump A	H	43	-
	Mayhem Hunt	Jump B	M	37	-
	Mayhem Kick	Jump K	H, L	30, 30	Second attack only hits opponent lying on the ground. Character then lies on the ground on his stomach
	Pyre Slash	Jump (delayed) A	L	24	-
	Pyre Tusk	Jump (delayed) B.B	M, M	27, 26	-
	Pyre Kick	Jump (delayed) K	L	21	Jump with ⇖: damage 18 and the opponent doesn't fall over
Backward Stance	Luminous Wheel	Back facing opponent A+B	M	31	Possible to hold, at maximum: damage 34. In SC3: unblockable and flying impact
Backward Stance	Secret Fang	Back facing opponent B+K	M	38	In SC2: Guard Break. As a Counterattack: bounce off ground
Elder Topaz	Elder Topaz	⇩⇙⇦	SP	-	Cancel with G
Elder Topaz	Elder Charge	During Elder Topaz ⇨	SP	-	-
Elder Topaz	Elder Swing	During Elder Topaz A	H, U	55	Cancel with G
Elder Topaz	Tulisk	During Elder Topaz ⇩A.A.A	L, SM, L	12, 17, 40	⇩A.A.A⇩ to abort third attack
Elder Topaz	Georgios	During Elder Topaz ⇩A⇩A	L, SM	12, 13	-
Elder Topaz	Beowulf	During Elder Topaz B	M	45	⇧ or ⇩B to change direction. In SC3: unblockable
Elder Topaz	Elder Dragon Blaze	During Elder Topaz K.K.K	L, M, H, L	22, 25, 43, 20	Character then lies on the ground on his stomach. Fourth attack only hits opponent lying on the ground. The third attack is in SC3: unblockable
Wind Drake	Wind Drake	⇨B+K	SP	-	Hits opponent lying on the ground: damage 18
Wind Drake	Deadly Spikes	During Wind Drake A	L	30	-
Wind Drake	Death Wing	During Wind Drake B	M	36	In SC1: Guard Break
Wind Drake	Deadly Dive	During Wind Drake K	H	28	If attack hits, character remains in Wind Drake position. Then character lies on the ground on his back. Opponent lying on the ground will be hit, damage 20
Wind Drake	Necris Dive	Jumping over opponent during Wind Drake ⇦K	H	36	Character turns his back on opponent. As a Counterattack: opponent flies up in the air
8 Way Run	Dark Slash	→A	H	43	-
8 Way Run	Overlord Strike	→B	M	47	In SC2: Guard Break. Possible to hold, at maximum: Guard Break and damage 55
8 Way Run	Sliding	→K	L	25	-
8 Way Run	Dragon Roar	→A+B	M	49	In SC3: unblockable
8 Way Run	Cadmus Spade	↗A	H	35	-
8 Way Run	Draco	↗B.A	M, M, M	28, 18, 24	If first attack hits as a Counterattack: opponent flies higher. Delay and cancellation of second attack possible with G
8 Way Run	Amimone Spike	↗K	M, M	25, 25	-
8 Way Run	Dragon Roar	↗A+B	M	49	In SC3: unblockable
8 Way Run	Cadmus Spade	↘A	H	35	-
8 Way Run	Draco	↘B.A	M, M, M	28, 18, 24	If first attack hits as a Counterattack, opponent flies higher. Delay and cancellation of second attack possible with G
8 Way Run	Amimone Spike	↘K	M, M	25, 25	-
8 Way Run	Dragon Roar	↘A+B	M	49	In SC3: unblockable
8 Way Run	Grand Valar	↑A.B	L, M	20, 15	If second attack hits an opponent at close range in the air, extra Attack Throw follows (damage 15, 35)
8 Way Run	Chaos Reign	↑B	M	40	**↑B** for a further attack (mid): damage 34. In SC2: Guard Break. If opponent is hit in the air, he will be thrust up into the air again
8 Way Run	Talon Kick	↑K	M	22	Automatic Guard Impact against horizontal mid attacks
8 Way Run	Dragon Roar	↑A+B	M	49	In SC3: unblockable
8 Way Run	Grand Valar	↓A.B	L, M	20, 15	If second attack hits opponent at close range in the air, extra Attack Throw follows (damage 15, 35)
8 Way Run	Chaos Reign	↓B	M	40	**↓B** for a further attack (mid): damage 34. In SC2: Guard Break. If the opponent is hit in the air, he will be thrust up into the air again
8 Way Run	Talon Kick	↓K	M	22	Automatic Guard Impact against horizontal mid attacks

	Special Move	Entry	Attack level	Damage	Notes
8 Way Run	Dragon Roar	↓A+B	M	49	In SC3: unblockable
	Dragon Tail	↖A	L	36	-
	Soul Strife	↖B.A	M, L	30, 27	First attack in SC2: Guard Break
	Raider	↖K	L	32	-
	Dragon Roar	↖A+B	M	49	In SC3: unblockable
	Dragon Tail	↙A	L	36	-
	Soul Strife	↙B.A	M, L	30, 27	First attack In SC2: Guard Break
	Raider	↙K	L	32	-
	Dragon Roar	↙A+B	M	49	In SC3: unblockable
	Deathbreak	←A	H, H	11, 28	-
	Soul Strife	←B.A	M, L	30, 27	First attack In SC2: Guard Break
	Diving Kick	←K	M	44	-
	Dragon Roar	←A+B	M	49	In SC3: unblockable
Throws	Nest of Demons	A+G	Throw	50	Escape with A
	Dark Atonement	B+G	Throw	55	Escape with B
	Ridicule Fiend	On the opponent's left A+G or B+G	Throw	60	Escape with A or B depending on which Throw is entered
	Bain	On the opponent's right A+G or B+G	Throw	55	Escape with A or B depending on which Throw is entered
	Bloodletting	Behind opponent A+G or B+G	Throw	65	No escape possible (except for Voldo and Astaroth)
Wall Jump	Pyre Slash	Wall Jump A	L	24	-
	Pyre Tusk	Wall Jump B.B	M, M	27, 26	-
	Pyre Kick	Wall Jump K	L	21	-

NIGHTMARE

Special Move	Entry	Attack level	Damage	Notes
Slash	A	H	18	Cancel with G. **A** to shift to Night Side Stance position
Evil Eye	A⇨	H	25	-
Slash Cross	A.A.B	H, H, M	18, 23, 34	Delay of third attack is possible: damage 38. A.A.**B** to shift to Night Lower Stance position
Quick Back Spin Slash	agA	H	36	With A.G.**A** two attacks are carried out: high and low, damage 18, 25. Afterwards, shift to Night Reverse Side Stance position
Double Grounder	A⇩A.A	H, L , L	18, 22, 37	A⇩A.A⇦ to abort third attack and to shift to Night Behind Stance position
Quick Spin Slash	⇨A	H	33	⇨**A** to shift to Night Side Stance position. As a Counterattack: flies away
Right Slasher	⇨⇨A	H	52	-
Dark Bite	↘A	H	22	Automatic Guard Impact against horizontal high and mid attacks. After Guard Impact a Throw follows automatically. As a Counterattack: nose-dive
Leg Slash	⇩A	L	17	-
Shadow Slicer	↙A	L	40	Possible to hold, at maximum: damage 50
Back Spin Slash	⇦A	H	53	Cancel with G. With A.G.**A** a second attack is carried out: low, damage 11. Afterwards, shift to Night Reverse Side Stance position
Sword Buster	B	M	23	Cancel with G. B↖ to abort the attack and to switch to Night Behind Stance position. **B** to shift to Night Lower Stance position
Mail Splitter	B.B	M, M	23, 27	-
Helm Divider	bgB	M	16	bg**B** to shift to Night Lower Stance position
Armor Breaker	bgB.B	M, SM	16, 32	bgB.**B** to shift to Night Behind Stance
Break Kick	bgB.K	M, M	16, 21	-
Gauntlet Buster	B⇨	M	27	-
Rampart Buster	B⇦	M	72	In SC1: Guard Break. In SC3: unblockable
Buster Grounder	B⇩A	M, L	23, 40	Possible to hold second attack, at maximum: damage 49. B⇩A⇦ to abort the second attack and to shift to Night Behind Stance position
Piercing Strike	⇨B	M	50	⇨B⇦B.K to abort the attack and to shift to Night Lower Stance position. In SC2: Guard Break
Quick Revenge	⇨bB	M, M	27, 18	In SC2: Guard Break
Rook Splitter	⇨⇨B	M	54	Carried out from a long distance: damage 46. In SC3: unblockable,
Sky Splitter	↘B	M	36	Carried out from a long distance: damage 28. ↘**B** to shift to Night Behind Stance position. As a Counterattack: opponent flies higher
Shadow Buster	⇩B	M	23	⇩**B** to shift to Night Lower Stance position
Thrust Throw	↙B	M (AT)	30	Attacked from behind: damage 32. In SC3: unblockable. If the attack takes place at close range, an Attack Throw automatically follows (damage 32, 35). Attacked from behind means damage 32, 50
Midnight Launcher	⇦B	M	49	Cancel with G. ⇦**B** to shift to Night Behind Stance position. Possible to hold, at maximum: damage 60

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS
ASTAROTH
CASSANDRA
CERVANTES
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG
ASSASSIN
BERSERKER
LIZARDMAN

Special Move	Entry	Attack level	Damage	Notes
Fatal Dive	⇦⇦B	M	45	⇦⇦**B** to shift to Night Lower Stance position. In SC1: Guard Break. In SC3 unblockable
Fatal Drive	⇦⇦B.B	M, SM	45, 53	⇦⇦**B** to shift to Night Lower Stance position. In SC1: Guard Break, Guard Break with SC3
Earth Divide	⇩⇘⇨B	M, U	80, 53	Cancel with G. The second attack only hits the opponent lying on the ground
Dark High Kick	K	H	12	Cancel with G
Jade Crusher	⇨K	H	19	As a Counterattack: knock down
Quick Revenge	⇨⇨K	M	21	⇨⇨**K** or ⇨⇨**K**⇩ or ⇧ to shift to Night Behind Stance position
Rush Splitter	⇨⇨K.B	M, M	21, 27	⇨⇨K.**B** to shift to Night Behind Stance position
Rush Crusher	⇨⇨kK	M, H	21, 16	-
Axle Headbutt	⇘K.K.B	M, L , M	16, 10, 19	If the second attack hits as a Counterattack: flies away
Grind Low Kick	⇙ or ⇩K	L	11	-
Headbutt Tackle	⇦K.K	M, M	16, 21	⇦K.**K** or ⇦K⇩**K** to change to Night Behind Stance position after taking a step sideways (if you are standing on the right: ⇦K⇧**K**)
Jade Smasher	⇦⇦K.A	M, H	34, 22	The second attack has an automatic Guard Impact against horizontal high and mid attacks. If Guard Impact is carried out, a Throw automatically follows (damage 35). If the second attack hits as a Counterattack: cave in
Jade Breaker	⇦⇦K⇧ or ⇩A	M, M	34, 44	-
Stomping	⇩⇘⇨K.K.K.K.K	L Å~ÇT	10, 7 x 4	⇩⇘⇨**K** is unblockable at a low level: damage 27. If the move hits as a Counterattack as from the second attack onwards: fall back
Stomping	Opponent on the ground ⇩K.K.K.K.K (only at short distance)	L Å~ÇT	10, 7 x 4	⇩⇘⇨**K** is unblockable at a low level: damage 27. If the move hits as a Counterattack as from the second attack onwards: fall back
Drop Kick	⇨⇨kB	H	49	Guard Break. In SC3: unblockable. Then character lies on the ground
Blaze Wind	A+B	M, M, M	10, 10, 16	Shifts to Night Side Stance position
Blaze Storm	A+B.A	M, M, L	10, 10, 19	-
Dark Soul Impact	⇘A+B	L	39	In SC2: Guard Break
Flying Edge	⇩A+B	M	58	With ⬇A+B Nightmare remains on the ground. In SC3: unblockable
Side Gauntlet Buster	⇗ or ⇘B+K⇨B	M	18	-
Spin Kick Slash Cross	A+K.A.A.B	H, H, H, M	22, 21, 23, 34	Delay of fourth attack is possible: damage 38. If the fourth attack hits as a Counterattack: flies away. A+K.**A** to shift to Night Side Stance position A+K.A.A.**B** to shift to Night Lower Stance position
Spin Slash Double Grounder	A+K.A⇩A.A	H, H, L , L	22, 21, 22, 36	-
Spin Kick Combo	A+K.K	H, M	22, 23	If the second attack hits as a Counterattack: flies away
Leg Slash	While crouching A	L	15	With an attack from a long distance: damage 22
Split Buster	While crouching B	M	23	While crouching: **B** to shift to Night Lower Stance position
Dark Low Kick	While crouching K	L	11	-
Flap Jack	While crouching A+G or B+G	L (AT)	9	Attack Throw: damage 30, escape with the appropriate Throw button A or B
Maelstrom	While getting up A.A	SM, L	27, 40	While getting up **A** to shift to Night Side Stance position. Cancel: while getting up A.A⇩
Cannonball Lifter	While getting up B	M	31	While getting up **B** to shift to Night Behind Stance position
Rising Night Kicks	While getting up K	M, M	18, 14	-
Turning Head Slash	Back facing opponent A	H	25	-
Turning Sword Buster	Back facing opponent B	M	36	-
Turning Dark High Kick	Back facing opponent K	H	19	-
Turning Leg Slash	While crouching and back facing opponent A	M	16	-
Turning Sky Splitter	While crouching and back facing opponent B	M	28	-
Turning Dark Low Kick	While crouching and back facing opponent K	L	12	-
Fatal Spin Slash	Jump A	H	43	-
Fatal Buster	Jump B	M	36	-
Fatal Brave Kick	Jump K	M	22	-
Diving Slash	Jump (delayed) A	L	24	-
Diving Splitter	Jump (delayed) B	M	34	Jump (delayed) **B** to shift to Night Behind Stance position
Diving Axle Kick	Jump (delayed) K	L	18	-
Night Behind Stance				
Night Behind Stance	B+K or ⇗ or ⇘B+K	Special	-	Directional buttons move character
Night Annihilation	During Night Behind Stance A	H M	27, 21	**A** to shift to Night Side Stance position after first hit
Carving Edge	During Night Behind Stance ⇩A or bA	L	27	⇩**A** or b**A** to shift to Night Reverse Side Stance position
Terror Stomper	During Night Behind Stance B	M	42	-
Knee Kick Rush	During Night Behind Stance K.K	M, H	18, 20	If you only carry out the first attack, Nightmare remains in this position
Blood Bath	Sidestep during Night Behind Stance A.A	H, H	22, 40	**A** to shift to Night Side Stance position
Hell Slayer	Sidestep During Night Behind Stance B	M	49	-

	Special Move	Entry	Attack level	Damage	Notes
Night Side Stance	Night Side Stance	⇧B+K	Special	-	Directional buttons move character
	Cross Grounder	During Night Side Stance A.A	L , H	25, 49	If the first attack hits as a Counterattack: flies away
	Double Grounder Alpha	During Night Side Stance A⇩A	L , L	25, 37	-
	Cannonball Lifter	During Night Side Stance B	M	37	**B** to shift to Night Behind Stance position. As a Counterattack: opponent flies higher
	Spinning Retreat	During Night Side Stance bA	M	34	As a Counterattack: keel over
	Night Front Kick	During Night Side Stance K	H	24	As a Counterattack: stagger
	Reaver	During Night Side Stance A+B	M	40	**A**+**B** to shift to Night Reverse Side Stance position. In SC1: Guard Break
Night Reverse Side Stance	Night Reverse Side Stance	⇩B+K	Special	-	Directional buttons move character
	Cross Grounder	During Night Reverse Side Stance A.A	L , H	24, 49	As a Counterattack: flies away
	Double Grounder Alpha	During Night Reverse Side Stance A⇩A	L , L	25, 37	-
	Cannonball Lifter	During Night Reverse Side Stance B	M	37	**B** to shift to Night Behind Stance position. As a Counterattack: opponent flies higher
	Helm Shear	During Night Reverse Side Stance bA	H	36	-
	Night Front Kick	During Night Reverse Side Stance K	H	24	As a Counterattack: stagger
	Reaver	During Night Reverse Side Stance A+B	M	40	**A**+**B** to shift to Night Side Stance position. In SC1: Guard Break
Night Lower Stance	Night Lower Stance	⇦B+K or while crouching ⇙B+K	Special	-	Movements only possible with ← or →
	Leg Hacker	During Night Lower Stance A	L	28	**A** to shift to Night Side Stance position. If the attack hits from a long way off: damage 25. As a Counterattack: flies away
	Death Horn Charge	During Night Lower Stance B	M	32	**B** to shift to Night Behind Stance position. With a hit from a long way off: damage 22
	Cannonball Splitter	During Night Lower Stance ⇨B	M, M, M	11, 11, 45	In SC3: unblockable
	Death Claw	During Night Lower Stance K	M	29	**K** to shift to Night Reverse Side Stance position. Automatic Guard Impact against horizontal attacks
	Rook Splitter Alternate	During Night Lower Stance A+B	M	49	In SC1: Guard Break. In SC3: unblockable
8 Way Run	Right Slasher	→A	H	43	-
	Rook Splitter	→B	M	54	If the attack hits from a long way off: damage 46. In SC3: unblockable
	Sliding	→K	L	25	-
	Drop Kick	→kB	H	49	Nightmare lies on the ground
	Axle Kick Winder	→A+K	L	22	-
	Alternate Cross	↗A	M	44	-
	Sky Splitter	↗B	M	38	↗**B** to shift to Night Behind Stance position. As a Counterattack: opponent flies higher
	Shoulder Rush	↗K	M	21	↗**K** or ↗**K**⇩ or ⇧ to shift to Night Behind Stance position
	Rush Splitter	↗K.B	M, M	21, 27	↗K.**B** to shift to Night Behind Stance position. Delay of second attack is possible
	Rush Crusher	↗kK	M, H	21, 16	-
	Axle Kick Winder	↗A+K	L	22	-
	Night Behind Stance	↗B+K	Special	-	Shift to Night Behind Stance position
	Armlet Crusher	↘A	M	44	-
	Sky Splitter	↘B	M	38	↘**B** to shift to Night Behind Stance position. As a Counterattack: opponent flies higher
	Shoulder Rush	↘K	M	21	↘**K** or ↗**K**⇩ or ⇧ to shift to Night Behind Stance position
	Rush Splitter	↘K.B	M, M	21, 27	↗K.**B** to shift to Night Behind Stance position. Delay of second attack is possible
	Rush Crusher	↘kK	M, H	21, 16	-
	Axle Kick Winder	↘A+K	L	22	-
	Night Behind Stance	↘B+K	Special	-	Shifts to Night Behind Stance position
	Reverse Advancing Slash	⬆A.A.B	H, H, M	18, 21, 27	Delay of second attack is possible. ⬆**A** to shift to Night Side Stance position. ⬆A.**A** to shift to Night Behind Stance position. ⬆A.A.**B** to shift to Night Lower Stance position. If the player is on the right: ⬇ instead of ⬆
	Revenge	⬆A.A⇨B	H, H, M	18, 21, 40	Delay of second attack is possible. If the third attack hits from a long way off: damage 27. If the player is on the right: ⬇ instead of ⬆
	Armor Pierce	⬆B.B.B	M, M, L	23, 23, 27	⬆**B** or ⬆B.**B** or ⬆B.B.**B** to shift to Night Lower Stance position
	Armor Pierce	⬆BgB.B	M, L	23, 27	⬆Bg**B** or ⬆BgB.**B** to shift to Night Lower Stance position
	Break Kick	⬆B.B.K	M, M, M	23, 23, 21	-
	Break Kick	⬆BgB.K	M, M	23, 21	-
	Gauntlet Buster	⬆B⇨	M	27	-
	Rampart Buster	⬆B⇦	M	72	In SC1: Guard Break. In SC3: unblockable

	Special Move	Entry	Attack level	Damage	Notes
8 Way Run	Buster Grounder	↑B⇩A	M, L	23, 40	Possible to hold second attack, at maximum: damage 49 ↑B⇩A⇦ to abort second attack and to shift to Night Behind Stance position
	Spin Kick Slash Cross	↑K.A.A.B	H, H, H, M	30, 21, 23, 34	Delay of fourth attack is possible: damage 38 and Guard Break. If fourth attack hits as a Counterattack: flies away. ↑K.**A** to shift to Night Side Stance position. ↑K.A.A**B** to shift to Night Lower Stance position
	Spin Slash Double Grounder	↑K.A⇩A.A	H, H, L , L	30, 21, 22, 36	-
	Spin Kick Combo	↑K.K	H, M	30, 23	-
	Axle Kick Winder	↑A+K	L	22	-
	Night Side Stance	↑B+K	Special	-	Shifts to Night Side Stance position. If the player is on the right: ↓ instead of ↑
	Advancing Slash	↓A.A.B	H, H, M	18, 21, 27	↓**A** to shift to Night Reverse Side Stance position. ↓A.**A** to shift to Night Behind Stance position. ↓A.A.**B** to shift to Night Lower Stance position. if the character is on the right: ↑A,A,B
	Revenge	↓A.A⇨B	H, H, M	18, 21, 40	If the third attack is from a long way off: damage 27. If the player is on the right: ↓ instead of ↑
	Armor Pierce	↓B.B.B	M, M, L	23, 23, 47	↓**B** or ↓B.**B** or ↓B.B.**B** to shift to Night Lower Stance position
	Armor Pierce	↓BgB.B	M, L	23, 27	↓Bg**B** or ↓BgB.**B** to shift to Night Lower Stance position
	Break Kick	↓B.B.K	M, M, M	23, 23, 21	-
	Break Kick	↓BgB.K	M, M	23, 21	-
	Gauntlet Buster	↓B⇨	M	27	-
	Rampart Buster	↓B⇦	M	72	In SC1: Guard Break. In SC3: unblockable
	Buster Grounder	↓B⇩A	M, L	23, 40	Possible to hold second attack, at maximum: damage 49. ↓B⇩A⇦ to abort second attack and to shift to Night Behind Stance position
	Spin Kick Slash Cross	↓K.A.A.B	H, H, H, M	30, 21, 23, 34	Delay of fourth attack is possible: damage 38 and Guard Break. If the fourth attack hits as a Counterattack: flies away. ↓K.**A** to shift to Night Side Stance. ↓K.A.A**B** to shift to Night Lower Stance position
	Spin Slash Double Grounder	↓K.A⇩A.A	H, H, L , L	30, 21, 22, 36	-
	Spin Kick Combo	↓K.K	H, M	30, 23	-
	Axle Kick Winder	↓A+K	L	22	-
	Night Reverse Side Stance	↓B+K	Special	-	Shifts to Night Reverse Side Stance position. If the player is on the right: ↓ instead of ↑
	Back Spin Slash	↖A	H	50	↖**A** for additional Low hits: damage 11. Afterwards, shift to Night Reverse Side Stance position. Cancel with G
	Shadow Impact	↖B	L	43	-
	Darkside Kick	↖K	M	27	As a Counterattack: flies away
	Axle Kick Winder	↖A+K	L	22	-
	Back Spin Slash	↙A	H	50	↙**A** for additional Low hits: damage 11. Afterwards, shift to Night Reverse Side Stance position. Cancel with G
	Shadow Impact	↙B	L	43	-
	Darkside Kick	↙K	M	27	As a Counterattack: flies away
	Axle Kick Winder	↙A+K	L	22	-
	Back Spin Slash	←A	H	53	←**A** for additional Low hits: damage 11. Afterwards, shift to Night Reverse Side Stance position. Cancel with G
	Fatal Dive	←B	M	45	←**B** to shift to Night Lower Stance position. In SC1: Guard Break. In SC3: unblockable
	Fatal Drive	←B.B	M, SM	45, 53	←B.**B** to shift to Night Behind Stance position. In SC1: first attack Guard Break. In SC3: first attack unblockable
	Jade Smasher	←K.A	M, H	34, 22	If second attack hits as a Counterattack: cave in
	Jade Breaker	←K⇧ or ⇩A	M, M	34, 44	-
	Axle Kick Winder	←A+K	L	22	-
Throws	Hilt Impact	A+G	Throw	55	Escape with A
	Soul Devour	B+G	Throw	55	Escape with B
	Calamity Fall	On opponent's left A+G or B+G	Throw	60	Escape with A or B depending on which Throw is entered
	Unholy Terror	On opponent 's right A+G or B+G	Throw	65	Escape with A or B depending on which Throw is entered
	Witch Hunt	Behind opponent A+G or B+G	Throw	65	No escape possible (except for Voldo and Astaroth)
Wall Jump	Diving Slash	During Wall Jump A	L	24	-
	Fatal Drive	During Wall Jump B.B	M, SM	45, 53	**B** to shift to Night Lower Stance position. In SC1: first attack Guard Break. In SC3: first attack unblockable. B.**B** to shift to Night Behind Stance
	Diving Axel Kick	During Wall Jump K	L	18	-

RAPHAEL

Special Move	Entry	Attack level	Damage	Notes
Attack au Fer	A.A	H, H	12, 17	During first attack possible to cancel with G
Moulinet	A.B	H, H	12, 19	A.**B** to shift to Preparation IV position
Attack au Fer Low	A⇩A	H, L	12, 12	-
Lunging Press	A⇨	H	25	**A**⇨ to shift to Preparation II position
Tondo Roversi	⇦A	H	26	As a Counterattack: lurch
Dark Talon	↙A	L	22	As a Counterattack: flatten
Low Tondo Roversi	⇩A	SM	15	-
Violent Blood	↘A	M	30	If attack hits from a long way off: damage 20
Hilt Strike	⇨A	H	16	As a Counterattack: fall back
Bloodlust	⇨⇨A.A.B	H, M, M	22, 25, 25	⇨⇨A..A+B Encircling Envelopment. ⇨⇨A.A.**B** to shift to Preparation II position
Heavy Mandritti	⇦⇦A	H	20	As a Counterattack: cave in
Bloody Funeral	⇦⇦aB	M (U)	85	Cancel with G
Dui Montante	B.B	M, M	15, 20	During first attack possible to cancel with G
Double-Handed Press	⇦B.B	H, M	27, 30	Possible to hold second attack, at maximum: Guard Break, damage 36
Grave Needle	↙B.B	L, L	18, 20	Delay of second attack is possible
Fendante	⇩B	M	20	-
Montante el Fin	↘B	M	28	From a long way off only (damage 22) and opponent doesn't fly up in the air (except: in a Counterattack)
Double Appel Cut	⇨B.B	H, H	15, 16	⇨**B** to shift to Preparation IV position. ⇨B.**B** to shift to Preparation II position
Double Appel Cut ~ Quick Parade	⇨B.B↙A+B	H, H SP	-	Automatic Guard Impact against horizontal high and mid attacks. ⇨B.B↙**A**+**B** to shift to Preparation II position
Stocatta Rampage	During Quick Parade B	M, M, M, M, M, M, M	4 x 7	Delay possible. In SC3: unblockable. B⇧ or ⇩ for a Sidestep, shifts to Preparation II position
Stocatta Rampage Crescendo	During Quick Parade B.B	M, M, M, M, M, M, M	4 x 7, 28	B.**B** to shift to Preparation III position. In SC3: unblockable except for final attack
Triple Botta in Tempo	⇨B.B.B	H, H, M	15, 16, 22	⇨B.B.**B** to shift to Preparation III position
Broken Thrust	⇨⇨B	M	35	⇨⇨**B** to shift to Preparation III position
Single Montante	⇦⇦B	M	33	-
Venom High Kick	K	H	19	-
Head Hunter Kick	⇦K	H	17	As a Counterattack: cave in
Pirouette Sweep	↙K	L	25	As a Counterattack: opponent flies up in the air
Sweep Kick	⇩K	L	16	-
Venom Toe Kick	↘K	M	20	-
Venom Heel	⇨K	H	21	-
Dark Moon	⇨⇨K	M	28	As a Counterattack: nose-dive
Venom Side Kick	⇦⇦K	H	20	⇦⇦K⇩↙⇦ to shift to Retreat Step position
Assalto Montante	A+B	M, M	16, 34	Possible to hold, at maximum: opponent flies up in the air. A+B.A+K to shift to Encircling Envelopment. If both attacks hit as a Counterattack, then the opponent flies up in the air
Assalto Montante Crescendo	A+B.A	M, M, L	16, 34, 23	Possible to hold first attack, as Counterattack: Flattens third attack
Baroque Storm	⇦A+B	M, M	19, 25	-
Spinning Affondo Thrust	↘A+B	L	40	-
Wyvern's Tail	⇨⇨A+B	M	30	Cancel with G possible. As a Counterattack: opponent flies higher
Blood Roar	⇗A+B	H M	15, 22	Automatic Guard Impact against horizontal high and mid attacks. ⇗**A**+**B** to shift to Preparation II position
Quick Parade	↙A+B	SP	-	Automatic Guard Impact against horizontal high and mid attacks. ↙**A**+**B** to shift to Preparation II position
Stocatta Rampage	During Quick Parade B	M, M, M, M, M, M, M	4 x 7	Delay possible. In SC3: unblockable. B⇧ or ⇩ for a sidestep. Shifts to Preparation II position
Stocatta Rampage Crescendo	During Quick Parade B.B	M, M, M, M, M, M, M	4 x 7, 28	B.**B** to shift to Preparation III position. In SC3 all attacks are unblockable except for final one
Low Tondo Roversi	While crouching A	SM	15	-
Midnight Terror	While crouching ↘A.A.B	H, H, L	23, 28, 19	↘A.A.**B** to shift to Preparation II position. If second attack is a Counterattack: cave in
Crouching Montante	While crouching B	M	18	-
Shadow Stinger	While crouching ↘B	L	25	↘**B** to shift to Preparation II position
Sweep Kick	While crouching K	L	12	-
Rising Tondo	While getting up A	H	22	-
Rising Montante	While getting up B	M	23	-
Rising Venom Kick	While getting up K	M	20	-
Rising Wyvern	While getting up A+B	M	32	**A**+**B** to shift to Preparation III position. As a Counterattack: stagger

	Special Move	Entry	Attack level	Damage	Notes
	Turning Attack au Fer	Back facing opponent A	H	18	-
	Turning Montante	Back facing opponent B	M	27	-
	Turning Venom High Kick	Back facing opponent K	H	15	-
	Low Turn Attack au Fer	Crouching and back facing opponent A	L	15	-
	Low Turn Montante	Crouching and back facing opponent B	M	26	-
	Turning Sweep Kick	Crouching and back facing opponent K	L	10	-
	Sky Botte	Jump A	H	25	Jump with ⇖: damage 20
	Sky Agente	Jump B	M	29	Jump with ⇖: damage 24
	Dark Moon	Jump K	M	25	Jump with ⇖: damage 20
	Diving Botte	Jump (delayed) A	L	24	Jump with ⇖: damage 18
	Diving Flick	Jump (delayed) B	M	29	Jump with ⇖: damage 22. As Counterattack: opponent flies higher
	Diving Venom Toe Kick	Jump (delayed) K	M	23	Jump with ⇖: damage 18
Advance Step	Advance Step	⇩⇘⇨	SP	-	Forward step. Automatic Counterattack, if the character dives under a high blow at close range from the opponent: damage 25 and opponent flies up in the air
	Scarlet Roar	⇩⇘⇨A.B	M, M	21, 25	Possible to hold second attack: Guard Break and Damage 30
	Affondo Fendante	⇩⇘⇨B	M	54	In SC2: Guard Break. In SC3: unblockable
	Venom Toe Kick	⇩⇘⇨K	M	20	-
	Dark Abyss	⇩⇘⇨A+B	M	45	In SC1: Guard Break. As a Counterattack: bounce off ground
Retreat Step	Retreat Step	⇩⇙⇦	SP	-	Backward step
	Haunted Talon	⇩⇙⇦A	L	35	-
	Enveloping Stocatta	⇩⇙⇦B	M	30	Possible to hold: Guard Break with damage 40. Automatic Guard Impact against vertical high and mid attacks
	Pirouette Kick	⇩⇙⇦K	M	30	-
	Advance Step	⇩⇙⇦⇩⇘⇨	SP, SP	-	Shifts to Advance Step position
Spiral Envelopment	Spiral Envelopment	B+K	SP	-	Automatic dodging of vertical high and mid as well as thrust attacks
		After dodging vertical/thrust attack A	M, M	18, 20	-
		After dodging vertical/thrust attack B	M	25	**B** to shift to Preparation III position. As a Counterattack: opponent flies up in the air
		After dodging vertical/thrust attack K	M	19	-
		After dodging horizontal attack A	M	20	As a Counterattack: pitches over
		After dodging horizontal attack B	M	25	**B** to shift to Preparation III position. As a Counterattack: opponent flies up in the air
		After dodging horizontal attack K	M	19	-
	Advance Step	After dodging ⇩⇘⇨	SP	-	Shifts to Advance Step position
	Retreat Step	After dodging ⇩⇙⇦	SP	-	Shifts to Retreat Step position
Circular Envelopment	Circular Envelopment	A+K	SP	-	Automatic dodging of vertical mid and low as well as thrust attacks. To repeat: A+K.A+K
		After dodging vertical/thrust attack A	M, M	18, 20	**A** to shift to Preparation III position
		After dodging vertical/thrust attack B	M	25	**B** to shift to Preparation III position. As a Counterattack: opponent flies up in the air
		After dodging vertical/thrust attack K	M	19	-
		After dodging horizontal attack A.B	M, M	23, 23	A.**B** to shift to Preparation III position. If second attack hits as a Counterattack: opponent flies up in the air
		After dodging horizontal attack B	M	25	**B** to shift to Preparation III position. As a Counterattack: opponent flies up in the air
		After dodging horizontal attack K	M	19	-
	Advance Step	After dodging ⇩⇘⇨	SP	-	Shifts to Advance Step position
	Retreat Step	After dodging ⇩⇙⇦	SP	-	Shifts to Retreat Step position

	Special Move	Entry	Attack level	Damage	Notes
Encircling Envelopment	Encircling Envelopment	-	SP	-	Possible to hold. Cancel with G. Automatic dodging of vertical high and mid as well as thrust attacks
		After dodging vertical/thrust attack A	M, M	18, 20	-
		After dodging vertical/thrust attack B	M	25	**B** to shift to Preparation III position
		After dodging vertical/thrust attack K	M	19	-
		After dodging horizontal attack A	M	20	As a Counterattack: pitches over
		After dodging horizontal attack B	M	25	→**B** to shift to Preparation III position. As a Counterattack: opponent flies up in the air
		After dodging horizontal attack K	M	19	-
	Advance Step	After dodging ⇩⇘⇨	SP	-	Shifts to Advance Step position
	Retreat Step	After dodging ⇩⇙⇦	SP	-	Shifts to Retreat Step position
Preparation I	Preparation I	-	SP	-	While button is held down, automatic Guard Impact against horizontal attack
	Haunted Talon	During Preparation I A	L	17	-
	Dark Flood	During Preparation I ⇨A.B	M, M	19, 28	If the first attack is a Counterattack: spin 180°. If second attack hits as a Counterattack: opponent flies up in the air
	Enveloping Stocatta	During Preparation I B	M	35	Possible to hold, at maximum and SC1: Guard Break. Automatic Guard Impact against vertical high and mid attacks. As a Counterattack: opponent flies up in the air
	Shadow Stinger	During Preparation I ⇩B or ⇙B or ⇘B	L	20	-
Preparation II	Preparation II	-	SP	-	-
	Preparation I	During Preparation II A	SP	-	Shifts to Preparation I position
	Dark Flood	During Preparation II ⇨A.B	M, M	19, 28	If first attack hits as a Counterattack: spin 180°. If second attack hits as a Counterattack: opponent flies up in the air
	Heavy Mandritti	During Preparation II ⇦A	H	22	As a Counterattack: cave in
	Enveloping Stocatta	During Preparation II B	M	35	Possible to hold, at maximum: damage 40. Maximum and SC1: Guard Break
	Venom Toe Kick	During Preparation II K	M	20	-
	Sidestep ~ Preparation II	During Preparation II ⇧ or ⇩	SP	-	Shifts to Preparation II position
Preparation III	Preparation III	-	SP	-	-
	Preparation I	During Preparation III A	SP	-	Shifts to Preparation I position
	Lunging Press	During Preparation III ⇨A	H	25	⇨**A** to shift to Preparation II position
	Affondo Fendante	During Preparation III B	M	54	In SC2: Guard Break. In SC3: unblockable
	Venom Side Kick	During Preparation III K	H	20	K⇩⇙⇦ to shift to Retreat Step position
	Sidestep ~ Preparation II	During Preparation III ⇧ or ⇩	SP	-	Shifts to Preparation II position
Preparation IV	Preparation IV	-	SP		Cancel with G. ⇦ for short backward step
	Preparation I	During Preparation IV A	SP	-	Shifts to Preparation I position
		During Preparation IV ⇨A	M	18	
	Swift Botta	During Preparation IV B	H	30	**B** to shift to Preparation II position
	Dark Moon	During Preparation IV K	M	28	As a Counterattack: nose-dive
	Sidestep ~ Preparation II	During Preparation IV ⇧ or ⇩	SP	-	Shifts to Preparation II position

	Special Move	Entry	Attack level	Damage	Notes
8 Way Run	Bloodlust	→A.A.B	H, H, M	22, 25, 25	→A.A+B to shift to Encircling Envelopment position. →A.A.**B** to shift to Preparation II position
	Broken Thrust	→B	M	35	→**B** to shift to Preparation III position
	Sliding	→K	L	28	-
	Wyvern's Tail	→A+B	M	30	Cancel with G. As a Counterattack: opponent flies higher
	Merciless Stramazone	↗A.A	H, H	20, 18	-
	Deadly Strikes	↗A.B	H, L	20, 19	↗A.**B** to shift to Preparation II position
	Quick Mandritti	↗B	M	32	↗**B** to shift to Preparation IV position. As a Counterattack: collapse
	Dark Moon	↗K	M	28	As a Counterattack: nose-dive
	Blood Roar	↗A+B	H M	15, 22	Automatic Guard Impact against horizontal high and mid attacks. ↗**A**+**B** to shift to Preparation II position
	Merciless Stramazone	↘A.A	H, H	20, 18	-
	Deadly Strikes	↘A.B	H, L	20, 19	↘A.**B** to shift to Preparation II position
	Quick Mandritti	↘B	M	32	↘**B** to shift to Preparation IV position. As a Counterattack: collapse
	Dark Moon	↘K	M	28	As a Counterattack: nose-dive
	Blood Roar	↘A+B	H M	15, 22	Automatic Guard Impact against horizontal high and mid attacks. ↘**A**+**B** to shift to Preparation II position
	Dark Tears	↑A.A	M, L	32, 19	-
	Squalambrato Concierto	↑A.B	M, M	32, 27	↑A.**B** to shift to Preparation II position
	Death Guise	↑B	L	29	Follow a hit with ↑ or ↓.B.B+K. Shifts to Encircling Envelopment. As a Counterattack: floored
	Venom Roundhouse	↑K	H	24	As a Counterattack: pitch over
	Assalto Montante	↑A+B	M, M	16, 34	Possible to hold
	Assalto Montante Crescendo	↑A+B.A	M, M, L	16, 34, 23	Possible to hold first attack. If the third attack hits as a Counterattack: opponent flies up in the air
	Dark Tears	↓A.A	M, L	32, 19	-
	Squalambrato Concierto	↓A.B	M, M	32, 27	↓A.**B** to shift to Preparation II position
	Death Guise	↓B	L	29	Follow a hit with ↑ or ↓.B.B+K. Shifts to Encircling Envelopment. As a Counterattack: floored
	Venom Roundhouse	↓K	H	24	As a Counterattack: pitch over
	Assalto Montante	↓A+B	M, M	16, 34	Possible to hold
	Assalto Montante Crescendo	↓A+B.A	M, M, L	16, 34, 23	Possible to hold first attack. If third attack is a Counterattack: opponent flies up in the air
	Heel Snipe	↖A	L	20	-
	Dark Heart	↖B.A.B	M, H, M	24, 20, 32	-
	Venom Side Kick	↖K	H	20	↖K⇩⇙⇦ to shift to Retreat Step position
	Quick Parade	↖A+B	SP	-	Automatic Guard Impact against high and mid attacks. ↖**A**+**B** to shift to Preparation II position
	Stocatta Rampage	During Quick Parade B	M, M, M, M, M, M, M	4 x 7	Delay possible. B⇧ or ⇩ for a sidestep and shift to Preparation II position. In SC3 all attacks are unblockable except the final one
	Stocatta Rampage Crescendo	During Quick Parade B.B	M, M, M, M, M, M, M,M	4 x 7, 28	B.**B** to shift to Preparation III position
	Heel Snipe	↙A	L	20	-
	Dark Heart	↙B.A.B	M, H, M	24, 20, 32	-
	Venom Side Kick	↙K	H	20	↖K⇩⇙⇦ to shift to Retreat Step position
	Quick Parade	↙A+B	SP	-	Automatic Guard Impact against high and mid attacks. ↖**A**+**B** to shift to Preparation II position
	Stocatta Rampage	During Quick Parade B	M, M, M, M, M, M, M	4 x 7	Delay possible. B⇧ or ⇩ for a sidestep and shift to Preparation II position. In SC3 all attacks are unblockable except the final one
	Stocatta Rampage Crescendo	During Quick Parade B.B	M, M, M, M, M, M, M,M	4 x 7, 28	B.**B** to shift to Preparation III position
	Heavy Mandritti	←A	M	20	As a Counterattack: pitch over
	Single Montante	←B	M	33	-
	Bloody Funeral	←aB	M (U)	85	Cancel with G
	Venom Side Kick	←K	H	20	←K⇩⇙⇦ to shift to Retreat Step position
	Baroque Storm	←A+B	M, M	19, 25	-
Throws	Death Puppet	A+G	T	50	Escape with A
	Unending Stings	B+G	T	60	Escape with B
	A Lesson in Massacre	On opponent's left A+G or B+G	T	55	Escape with A or B depending on which Throw is entered
	Undertaker	On opponent's right A+G or B+G	T	55	Escape with A or B depending on which Throw is entered
	Pure Sacrifice	Behind opponent A+G or B+G	T	60	No escape possible (except for Voldo and Astaroth)
Wall Jump	Diving Botte	During Wall Jump A	L	24	-
	Diving Agente	During Wall Jump B	M	29	-
	Diving Moon	During Wall Jump K	M	23	-

SEUNG MINA

Special Move	Entry	Attack level	Damage	Notes
Wild Gale	A.A.B	H, H, M	17, 20, 30	G to cancel during first attack. Sidestep with A.A⇧ or ⇩
Blunting Kick	⇨A.K	H, H	14, 19	-
Strangling Flower	⇨⇨A	H, H	23, 23	-
Strangling Slash	↘A	M	38	-
Strangling Deception	↘A.A	M	14	First attack is a feint, second attack is a hit. Delay of second attack is possible
Sweeping Circle	⇩A	L	23	-
Biting Strike	↙A	L	19	-
Shadow Step Slice	⇦A	L	14	-
Wing Cross	⇦⇦A.A	M, L	23, 23	Delay of second attack is possible
Gale Stream	aA.B	H, H, M	17, 9, 38	-
Splitting Divide	B.B	M, M	20, 20	-
Circular Heaven Slash	bA	M	24	As a Counterattack: keel over
Hidden Fang	⇨B.A	M, L	20, 23	-
Thrusting Fang	⇨B.B	M, M	20, 38	-
Shadow Fang	⇨B⇩	L	30	As a Counterattack: flattened
Heavy Fall	⇨⇨B	M	20	In SC2: Guard Break. As a Counterattack: collapse
Lifting Heavens	↘B	M	33	Attack from a long way off: damage 28, the opponent doesn't fly
Air Parting	↙ or ⇩B	M	26	-
Spinning Divide	⇦B	M	35	Possible to hold, at maximum: Guard Break. In SC3: unblockable, damage 38 and knock down
Earth Poke	⇦⇦B	L	19	Attack from a long way off: damage 23
Willow Branch	⇧ or ⇩*B	M	19	-
Sheng Mirage Kick	bK	H, M	19, 19	Automatic Guard Impact against horizontal high and mid attacks. As a Counterattack: keel over
Air Fang	↘K During **B**	L	28	-
Snap Kick	K	H	14	Cancel with G
Banishment Kick	⇨K	M	24	Automatic Guard Impact against downward vertical attacks from above
Banishment	⇨kB	M, H	23, 23	-
Circular Heaven Spin Kick	⇨⇨K.K.K	M, M, H	21, 14, 28	Delay of second and third attack possible
Belly Crush	↘K	M	22	-
Belly Crush Spin Kick	↘K.K	M, H	22, 28	-
Earth Kick	⇩K	L	9	-
Liquid Rising	↙K.K	L, M	22, 28	-
Check Mate	⇦K.B	M, M	15, 40	Automatic Guard Impact during first hit against horizontal high and mid attacks. Delay of second attack is possible
Thunder Kick	⇦⇦K	M	28	-
Gale Kick	kB	H, L (simult.)	14, 14	-
Light Crane	A+B	M, M, M	19, 19, 19	-
Deceiving Crane	A+B.A.A	M, M, M	19, 19, 14	Both the first hits are triggered by A+B, the second attack misses, but third attack once again hits
Dancing Crane	A+B.A.B	M, M, H, M	19, 19, 19, 27	-
Heavy Crane	A+B.A+B	M, M, M, M, M, M, M	19, 19, 11, 14 x 4	-
Fang Barrage	⇨A+B	M, M, M, M, M	19, 19, 9, 9, 14	G to cancel during third attack
Rapid Earth	⇩A+B	L, L, L, L	9, 9, 19, 19	-
Opening Treasure	↘A+B	L (AT)	9	If attack takes place at close range, an Attack Throw follows (damage 35). Attack Throw from behind: damage 55. Escape with A
Holding Treasure	↙A+B	L (AT)	9	If the attack takes place at close range, an Attack Throw follows (damage 40). Attack Throw from behind: damage 40. Escape with B
Rapid Spinning Spiritual Thrust	⇦A+B.B.B	M, M, M, M, M, M	17 x 4, 34, 20	⇦A+B can cause up to four hits. B prior to third attack: damage 17 x 2, 34, 20. Pressing B after third attack: damage 17 x 4, 34, 20
Seung's Crushing Long Blade	↗A+B	M, U	114	Cancel with G
Seung's Quick Long Blade	↗A+B.B	M	47	Guard Break
Radiant Wing	⇧A+B	M	38	In SC3: unblockable
Glory Wing	B+K	M	47	Cancel with G. In SC2: Guard Break. In SC3: unblockable
Wheel	⇨B+K	M, M	14, 28	-
Rock Breaker	⇩B+K	L	14	-
Retreating Sands	↙B+K	M, M, M	14, 9, 4	-
Oak Branch	⇦B+K	L	42	-
Heaven's Wheel	↗B+K	M, M	38, 28	-

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

Special Move	Entry	Attack level	Damage	Notes
Circular Blade Kick	A+K	M	33	-
Zanba-tou Smackdown	⇨A+K	H, H, H, H, H, H	19, 14, 7 x 4	-
Fang Sweep	⇩A+K	L	26	-
Dancing Fang Sweep	⇘A+K.A	M, L	23, 23	Delay of second attack is possible
Dancing Blade Kick	⇘A+K.K	M, M	23, 33	-
Earth Fang	⇙A+K	L	23	-
Power Fang Sweep	⇦A+K	L, L	19, 19	-
Retreating Fang	G+K	H	6	If attack hits, character takes a step back
Biting Strike	While crouching A	L	12	-
Air Parting	While crouching B	M	15	-
Liquid Poke	While crouching ⇙B	L	15	-
Earth Kick	While crouching K	L	9	-
Glory Fan	While crouching A+B	M, M, M	19 x 3	Cancel with G
Fang's Way	While getting up A	M	25	-
Lifting Wing	While getting up B	M	30	-
Shattering Kick	While getting up K	M	28	-
Reverse Dance Blade	Back facing opponent A	H	17	-
Reverse Air Parting	Back facing opponent B	M	30	-
Reverse Snap Kick	Back facing opponent K	H	20	-
Reverse Biting Strike	While crouching and back facing opponent A	L	15	-
Reverse Air Parting	While crouching and back facing opponent B	M	24	-
Reverse Earth Kick	While crouching and back facing opponent K	L	15	-
Giant Fang	Jump A	M	19	-
Giant Air Parting	Jump B	M	33	In SC3: unblockable
Giant Rising Kick	Jump K	M	19	-
Divine Biting Strike	Jump (delayed) A	L	28	-
Divine Lifting Heavens	Jump (delayed) B	M	22	-
Divine Sweep Kick	Jump (delayed) K	L	19	-
8 Way Run				
Strangling Flower	→A	H, H	23, 23	-
Heavy Fall	→B	M	20	In SC2: Guard Break. As Counterattack: collapse
Sliding	→K	L	26	-
Wheel	→B+K	M, M	14, 28	-
Heavy Willow Dive	↗A.A	M, M	24, 33	If character is on the right: ↙A,A. First attack from a long way off: damage 38. If first attack hits at end of move, second attack also hits
Heavy Fall	↗B	M	20	In SC2: Guard Break. As a Counterattack: collapse
Wild Leaves	↗K.K	M, M, M	23, 23, 28	-
Wheel	↗B+K	M, M	14, 28	-
Willow Divide	↘A.A	H, H	24, 33	If character is on the right: ↖A,A. First attack from a long way off: damage 38
Heavy Fall	↘B	M	20	In SC2: Guard Break. As a Counterattack: collapse
Wild Leaves	↘K.K	M, M, M	23, 23, 28	-
Wheel	↘B+K	M, M	14, 28	-
Falling Fang Divide	↑A.A	M, L	23, 28	-
Black Wing	↑A.B	M, M	23, 28	G to cancel during second attack
Rising Void	↑B	M	34	-
Dark Sweep	↑K	L	20	-
Dark Curtain	↑kA	L, H	20, 31	-
Glory Wing	↑B+K	M	47	Cancel with G. In SC2: Guard Break. In SC3: unblockable
Falling Fang Divide	↓A.A	M, L	23, 28	-
Black Wing	↓A.B	M, M	23, 28	G to cancel during second attack
Rising Void	↓B	M	34	-
Dark Sweep	↓K	L	20	-
Dark Curtain	↓kA	L, H	20, 31	-
Glory Wing	↓B+K	M	47	Cancel with G. In SC2: Guard Break. In SC3: unblockable
Sparrow Sweep	↖A	L	23	-

	Special Move	Entry	Attack level	Damage	Notes
8 Way Run	Spinning Divide	↖B	M	35	Possible to hold, at maximum: Guard Break. In SC3: unblockable, damage 38 and knock down
	Thunder Kick	↖K	M	28	-
	Glory Wing	↖B+K	M	47	Cancel with G. In SC2: Guard Break. In SC3: unblockable
	Sparrow Sweep	↙A	L	23	-
	Spinning Divide	↙B	M	35	Possible to hold, at maximum: Guard Break. In SC3: unblockable, damage 38 and knock down
	Thunder Kick	↙K	M	28	-
	Glory Wing	↙B+K	M	47	Cancel with G. In SC2: Guard Break. In SC3: unblockable
	Wing Cross	←A.A	M, L	23, 23	Delay of second attack is possible
	Earth Poke	←B	L	19	If attack hits from a long way off: damage 23
	Thunder Kick	←K	M	28	-
	Oak Branch	←B+K	L	42	-
Throws	Dropping Embrace	A+G	Throw	55	Escape with A
	Crushing Soul	B+G	Throw	55	Escape with B
	Rising Mustang	On the opponent's left A+G or B+G	Throw	70	Escape with A or B depending on which Throw is entered
	Mina Frankensteiner	On the opponent's right A+G or B+G	Throw	65	Escape with A or B depending on which Throw is entered
	Stalk Cutter	Behind opponent A+G or B+G	Throw	60	No escape possible (except for Voldo and Astaroth)
Wall Jump	Divine Biting Strike	Wall Jump A	L	28	-
	Divine Lifting Heavens	Wall Jump B	M	22	-
	Divine Sweep Kick	Wall Jump K	L	19	-

SOPHITIA

Special Move	Entry	Attack level	Damage	Notes
Slide Flow	A.A	H, H	12, 15	G to cancel during first attack
Slide Tornado	A.K	H, L	12, 18	-
Double Hilt	⇨A.B	H, M	10, 31	-
Silent Cross	⇨⇨A	M	34	-
Angel Punisher	↘A	M	26	-
Cutlass Europa	⇦A.A.A	H, L, M	23, 21, 36	Possible to hold first attack, at maximum: damage 33 and lurch
Cutlass Titan	⇦A.B	H, M	23, 42	Possible to hold first attack, at maximum: damage 33 and lurch
Reverse Mirage	⇦⇦A	M	28	As a Counterattack: extra automatic attack (mid), damage 43
Iron Butterfly	↙A.A	L, M	23, 36	-
Under Slide Blade	⇩A	SM	12	-
Ascend Splash	B.B	M, M	15, 20	G to cancel during first attack
Angel's Splash	B.K	M, H	15, 15	-
Quick Strike	⇨B	M	29	As a Counterattack: flies away
Olympus Cannon	⇨⇨B	M	34	In SC2: Guard Break. As a Counterattack: opponent flies higher
Grace Heaven	↘B	M	24	-
Sword Shower	⇦B	M	35	In SC2: Guard Break
Guardian Upper	⇦⇦B	M	24	In SC3: unblockable
Under Splash	↙B	M	17	-
Guardian Strike	⇩B.B	SM, M	16, 30	Second attack from a long way off: damage 33 and Painful Fate not possible
Painful Fate	During Guardian Strike ⇦	Attack throw	19	Entry must occur as soon as character's weapon pierces opponent (damage 33)
Guardian's Judgment	⇩B.b⇧B.A.K	SM, M, M, M	16, 38, 28, 38	-
Nasty Impale	B⇩.B.B.B	L, L, L, L	14, 6 x 3	-
Heaven's Gate	⇦⇦bA	M, U	57	Cancel with G
Kick Duo	K.K	H, M	15, 20	G to cancel during first attack
Holy High Kick	⇨ or ⇦K	H	15	-
Plasma Blade	⇨⇨K	M	21	-
Angel Side Kick	↘K	M	20	-

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS
ASTAROTH
CASSANDRA
CERVANTES
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG
ASSASSIN
BERSERKER
LIZARDMAN

Special Move	Entry	Attack level	Damage	Notes
Spring Under Kick	⇩K	L	11	-
Tornado Low Kick	⬀K	L	27	Possible to hold, at maximum: damage 30 and flattened. As a Counterattack: flattened
Gaia Kick	⇦⇦K	M	25	As a Counterattack: opponent flies up in the air
Angel Stroke	⇧ or ⬀K.A.B	M, M, L, M	16, 23	-
Angel Fall	⇧ or ⬀K.B	M, M, M	19, 36	-
Angel's Sault	⇧ or ⬀K.K	M, M, M	16, 23, 42	Final attack: Guard Break
Grace Sault	kB or ⬁K	M	33	-
El Fortune	A+B	SP	-	Automatic Guard Impact against horizontal high and mid attacks. After Guard Impact a counterattack follows automatically (damage 28)
Twin Step Grace	⬂A+B or ⇨⇨A+B or ⇦⇦A+B	M, M	14, 39	-
Gaia Quake	⇧A+B	M	33	⇧**A**+**B** for unblockable. In SC1: Guard Break. In SC3: unblockable, damage 38 (from a short hold), plus Guard Break, damage 52 (with maximum hold)
Temperance Strike	B+K.B	M, M	28, 41	Attack from a long way off: Painful Fate is not possible
Painful Fate	During Temperance Strike ⇦	Attack throw	19	Entry must occur as soon as character's weapon pierces opponent (damage 33)
Temperance Judgment	B+K.b⇧B.A.K	M, M, M, M	28, 38, 28, 38	-
4,1Jet Stream Rush	⇨⇨B+K.A.B	M, H, M	21, 27, 19 (6)	Delay of second attack is possible. As a Counterattack: pitch over. Delay of third attack is possible
Olympus Shower	⇦⇦B+K	M	54	In SC3: unblockable
Tornado High Kick	A+K	H	36	-
Tornado Feint	A+K.K	M	34	-
Under Slide Blade	While crouching A	SM	12	-
Under Splash	While crouching B	M	17	-
Guardian Strike	While crouching ⬂B.B	SM, M	17, 30	Second attack from a long way off: damage 33, Painful Fate is not possible
Guardian's Judgment	While crouching ⬂B.b⇧B.A.K	SM, M, M, M	17, 38, 28, 38	-
Spring Under Kick	While crouching K	L	11	-
Goddess Salute	While getting up A	M	24	-
Exile	While getting up B	M	17	-
Angel's Spring	While getting up K	M, M	15, 15	-
Mirage Satellite	While getting up A+B	M	30	**A**+**B** for unblockable: damage 42. As a Counterattack: spin 180°
Guardian Upper	While getting up B+K	M	24	In SC3: unblockable
Turning Slide Blade	Back facing opponent A	H	23	-
Turning Sword Splash	Back facing opponent B	M	28	-
Turning Holy High Kick	Back facing opponent K	H	21	-
Turning Under Stream	While crouching and back facing opponent A	L	14	-
Turning Under Splash	While crouching and back facing opponent B	M	21	-
Turning Angel Sweep	While crouching and back facing opponent K	L	12	-
Jumping Mirage Satellite	Jump A	H	31	Jump with ⬁: damage 26
Jumping Under Splash	Jump B	M	38	Jump with ⬁: damage 34
Holy Crest Kick	**G** Jump K	M	28	Jump with ⬁: damage 23
Diving Under Stream	Jump (delayed) A	L	23	-
Diving Exile	Jump (delayed) B	M	31	-
Diving Spin Kick	Jump (delayed) K	M	22	-
Angel Step				
Angel Step	⇩⬂⇨	SP	-	Forward step. ⇩⬂⇨⇧ or ⇩ for a sidestep
Twin Angel Step	⇩⬂⇨⇩⬂⇨	SP	-	Forward step. All Angel Satellite attacks can be carried in this way. ⇩⬂⇨⇩⬂⇨⇧ or ⇩ for a sidestep.
Angel Satellite	⇩⬂⇨A.A	M, L	35, 38	-
Angel's Strike	⇩⬂⇨B	M	43	Attack from a long way off: damage 33, Painful Fate is not possible. Angel Strike after Twin Angel Step: damage 52.
Painful Fate	During Angel's Strike ⇦	Attack throw	19	Entry must occur as soon as character's weapon pierces opponent (damage 33)

	Special Move	Entry	Attack level	Damage	Notes
Angel Step	Heaven's Judgement	⇩↘⇨b⇧B.A.K	M, M, M	38, 28, 38	Heaven´s Judgement after Twin Angel Step: damage 39, 28, 38
	Angel's Spring	⇩↘⇨K	M, M	15, 15	-
	Angel Satellite	⇩↘⇨⇧ or ⇩*A.A	M, L	35, 38	-
	Jet Stream Rush	⇩↘⇨⇧ or ⇩*B.A.B	M, H, M	21, 17, 19 (6)	Delay of second attack possible. As a Counterattack: pitch over. Delay of third attack is possible
	Holy Crest Kick	⇩↘⇨⇧ or ⇩*K.	M	28	As a Counterattack: nose-dive
8 Way Run	Silent Cross	→A	M	34	-
	Olympus Cannon	→B	M	34	In SC2: Guard Break. As a Counterattack: opponent flies higher
	Sliding	→K	L	26	-
	Grace Sault	→kB	M	33	-
	Twin Step Grace	→A+B	M, M	14, 39	-
	Jet Stream Rush	→B+K.A.B	M, H, M	21, 17, 19 (6)	Delay of second attack possible. As a Counterattack: pitch over. Delay of third attack possible
	Tornado High Kick	→A+K	H	36	-
	Tornado Feint	→A+K.K	M	34	First attack is a feint, second attack hits
	Heaven's Arch	→A+G	Throw	55	Escape with A
	Silent Cross	↗A	M	34	-
	Ascension	↗B	M	28 (9)	In SC3: unblockable
	Plasma Blade	↗K	M	21	-
	Grace Sault	↗kB	M	33	-
	Twin Step Grace	↗A+B	M, M	14, 39	-
	Olympus Shower	↗B+K	M	54	In SC3: unblockable
	Tornado High Kick	↗A+K	H	36	-
	Tornado Feint	↗A+K.K	M	34	First attack is a feint, second attack hits
	Silent Cross	↘A	M	34	-
	Ascension	↘B	M	28 (9)	In SC3: unblockable
	Plasma Blade	↘K	M	21	-
	Grace Sault	↘kB	M	33	-
	Twin Step Grace	↘A+B	M, M	14, 39	-
	Olympus Shower	↘B+K	M	54	In SC3: unblockable
	Tornado High Kick	↘A+K	H	36	-
	Tornado Feint	↘A+K.K	M	34	First attack is a feint, second attack is a hit
	Inverse Shield Rush	⇧A	H	17	If player is on the right: ⇩A. As a Counterattack: cave in
	Elk Strike	⇧B	M	36	Possible to hold, at maximum: Guard Break. In SC3: unblockable, damage 45
	Angel Side Kick	⇧K	M	20	-
	Grace Sault	⇧kB	M	33	-
	Twin Step Grace	⇧A+B	M, M	14, 39	-
	Olympus Shower	⇧B+K	M	54	In SC3: unblockable
	Tornado High Kick	⇧A+K	H	36	-
	Tornado Feint	⇧A+K.K	M	34	First attack is a feint, second attack is a hit
	Shield Rush	⇩A	H	29	If character is on the right: ⇧A
	Elk Strike	⇩B	M	36	Possible to hold, at maximum: Guard Break. In SC3: unblockable, damage 45
	Angel Side Kick	⇩K	M	20	-
	Grace Sault	⇩kB	M	33	-
	Twin Step Grace	⇩A+B	M, M	14, 39	-
	Olympus Shower	⇩B+K	M	54	In SC3: unblockable
	Tornado High Kick	⇩A+K	H	36	-
	Tornado Feint	⇩A+K.K	M	34	First attack is a feint, second attack is a hit
	Silent Stream	↖A.A	L, M	23, 42	Possible to hold, at maximum: unblockable, damage 61
	Guardian Upper	↖B	M	24	In SC3: unblockable
	Gaia Kick	↖K	M	25	As a Counterattack: opponent flies up in the air
	Twin Step Grace	↖A+B	M, M	14, 39	-
	Olympus Shower	↖B+K	M	54	In SC3: unblockable
	Tornado High Kick	↖A+K	H	36	-

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
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VOLDO
XIANGHUA
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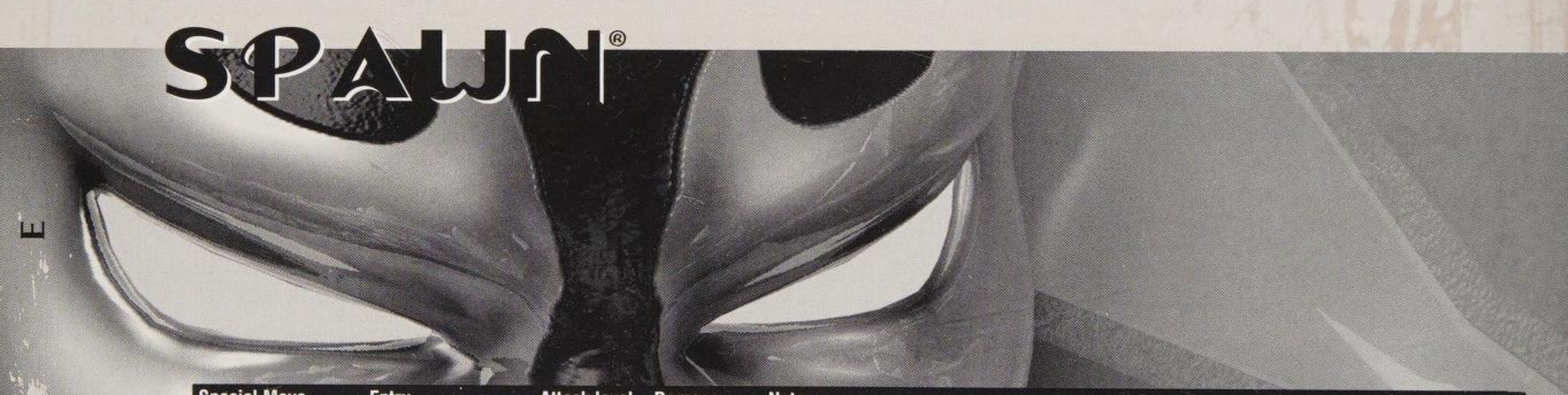
ASSASSIN
BERSERKER
LIZARDMAN

	Special Move	Entry	Attack level	Damage	Notes
8 Way Run	Tornado Feint	↖A+K.K	M	34	First attack is a feint, second attack is a hit
	Silent Stream	↙A.A	L, M	23, 42	Possible to hold, at maximum: unblockable, damage 61
	Guardian Upper	↙B	M	24	In SC3: unblockable
	Gaia Kick	↙K	M	25	As a Counterattack: opponent flies up in the air
	Twin Step Grace	↙A+B	M, M	14, 39	-
	Olympus Shower	↙B+K	M	54	In SC3: unblockable
	Tornado High Kick	↙A+K	H	36	-
	Tornado Feint	↙A+K.K	M	34	First attack is a feint, second attack is a hit
	Reverse Mirage	←A	M	28	As a Counterattack: automatic counterattack (mid), damage 43
	Guardian Upper	←B	M	24	In SC3: unblockable
	Heaven's Gate	←bA	M, U	57	Cancel with G
	Gaia Kick	←K	M	25	As a Counterattack: opponent flies up in the air
	Twin Step Grace	←A+B	M, M	14, 39	-
	Olympus Shower	←B+K	M	54	In SC3: unblockable
	Tornado High Kick	←A+K	H	36	-
	Tornado Feint	←A+K.K	M	34	First attack is a feint, second attack is a hit
Throws	Widow Maker	A+G	Throw	48	Escape with A
	Holy Cracker	B+G	Throw	40	Escape with B
	Heaven to Hell	During Holy Cracker ⇩A or B	Attack throw	20	Escape with A or B depending on which Throw is entered
	Round Knocker	On opponent's left A+G or B+G	Throw	40	Escape with A or B depending on which Throw is entered
	Broken Promise	On opponent's right A+G or B+G	Throw	75	Escape with A or B depending on which Throw is entered
	Bottoms Up	Behind opponent A+G or B+G	Throw	40	No escape possible (except for Voldo and Astaroth)
	Heaven's Arch	⇨⇨A+G	Throw	55	Escape with A
Wall Jump	Diving Under Stream	Wall Jump A	L	23	-
	Diving Exile	Wall Jump B	M	31	-
	Diving Spin Kick	Wall Jump K	M	22	-



Special Move	Entry	Attack level	Damage	Notes
Dark Ripper	A.A	H, H	13, 18	G to cancel during first attack
Dark Deed	⇨A.B	H, H	16, 21	⇨A.B.B+K to shift to Levitation position. Delay of second attack possible
Shadow Cleaver	⇨A.B.A	H, H, L	16, 21, 30	-
Night Stalker Flurry	⇨A.B.B	H, H, M	16, 21, 35	Possible to hold third attack
Head Hunter	⇨⇨A	H	45	-
Hunting Cry	⇨⇨aB	M	56	In SC1: Guard Break. In SC3: unblockable
Divider	↘A	M	32	As a Counterattack: stagger
Demonic Killer	⇦A.A	H, M	18, 27	-
Demonic Killer Flash	During Soul Charge ⇦A.A.A	H, M, M	18, 27, 35	Only possible from SC2
Demonic Salvage	⇦A.B	H, M, M, M, M	18, 12, 8, 8, 15	-
Harbinger of Violence	⇦⇦A	L	33	As a Counterattack: flies away
Shadow Edge	↙A	L	40	-
Shadow Stalker	↙A.B	M	37	First attack is a feint, second attack is a hit
Cleaver	⇩A	SM	14	-
Double Tomahawk	B.B	M, M	16, 20	G to cancel during first attack
Dread Lancer	⇨B.B	H, M	20, 33	-
Lancer Kick	⇨B.K	H, L	20, 23	-
Night Stalker	⇨⇨B	M	44	-
Ravaged Armor	⇨⇨bA	M	32	-
Jealous Rage	↘B	M	35	-

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Special Move	Entry	Attack level	Damage	Notes
Malignant Cyclone	⇦B.A	M, L	27, 30	If first attack hits as a Counterattack: collapse
Malignant Tempest	⇦B.B	M, M	27, 30	If first attack hits as a Counterattack: collapse
Tormented Rage	⇦⇦B	M	37	⇦⇦**B** to shift to Levitation position following a hit. In SC3: unblockable. If opponent is hit in the air he will be thrust up into the air again
Beast Killer	⇙B	M, M, M	11, 11, 18	-
Hell Splitter	⇩B	M	18	-
High Kick	K	H	15	Cancel with G
Double Kick	⇨K.K	M, H	17, 27	-
Devil Spiral	⇨⇨K.B	M, M, M	28, 18, 21	⇨⇨K.**B** to shift after second attack to Levitation position. Second attack In SC2: Guard Break. If first attack hits as a Counterattack: flies away
Double Devil Kick	⇨⇨K.K	M, M, M	28, 15, 20	If first attack hits as Counterattack: flies away
Abject Terror	H⇨K⇩K	M, L	28, 33	If first attack hits as Counterattack: flies away. If second attack hits as a Counterattack: flattened
Gut Wrench Kick	⇘K	M	20	-
Face Crusher	⇦K	M	27	-
Dark Retribution	⇦⇦K	H, H, H	19, 12, 15	-
Shadow Clipper	⇩K	L	12	-
Triple Kick	⇙K.K.K	L, H, M	10, 11, 24	Delay of third attack possible
Hell Spiral (1)	A+B	M	36	**A**+**B** to shift to Levitation position following a hit. In SC2: Guard Break
Hell Spiral (2)	⇨⇨A+B	M, M	25, 21	⇨⇨**A**+**B** to shift to Levitation position following a hit. First attack in SC2: Guard Break
Necro Blast	⇦A+B	H	46	Possible to hold, at maximum: unblockable and damage 80. Cancel with G
Midnight Carver	A+K.A	H, H	25, 25	If first attack hits as a Counterattack: lurch
Midnight Force	A+K.B	H, M	25, 36	If first attack hits as a Counterattack: lurch, resulting in opponent falling over after second attack instead of flying
Shadow Spinner	⇩A+K	L, L	30, 15	-
Cleaver	While crouching A	SM	15	-
Dark Claw	While crouching B	M	18	-
Shadow Clipper	While crouching K	L	12	-
Destruction Reaver	While getting up A.A	H, L	33, 25	If second attack hits as a Counterattack: flies away
Destruction Axe	While getting up A.B	H, M	33, 30	Possible to hold second attack, at maximum: damage 48 and bounce off ground
Night Rage	While getting up B	M	29	**B** to shift to Levitation position
Knee Kick	While getting up K	M	25	-
Phantom Ripper	Back facing opponent A	H	25	-
Phantom Tomahawk	Back facing opponent B	M	33	-
Phantom Kick	Back facing opponent K	H	21	-
Geist Axe	While crouching and back facing opponent A	L	17	-
Geist Tomahawk	While crouching and back facing opponent B	M	23	-
Geist Shadow Clipper	While crouching and back facing opponent K	L	15	-
Apparition Ripper	Jump A	H	33	Jump with ⇖: damage 28
Apparition Reaver	Jump B	M	35	Jump with ⇖: damage 29
Devil Apparition	Jump K.K	H, H	20, 36	If first attack hits as a Counterattack with ⇧ or ⇗K.K: pitch over. Jump with ⇖K.K (damage 17, 36)
Ghost Shadow Edge	Jump (delayed) A	L	30	Jump with ⇖: damage 25
Ghost Necro Rage	Jump (delayed) B	M	32	Jump with ⇖: damage 27
Ghost Face Crusher	Jump (delayed) K	M	23	Jump with ⇖: damage 17
Levitation				
Levitation	B+K	SP	-	Use analog stick to move. Charge with G
Heaven and Hell	During Levitation A	H	55	-
Shadow Stalker Dive	During Levitation ⇩A	L	42	-
Sigil of Hellspawn	During Levitation B	M	49	**B** for unblockable: damage 72. In SC3: unblockable
Retribution Overdrive	During Levitation K	M, M, M, M, M	15 x 4, 36	-
Necroplasmic Master	During Levitation A+B	M	77	A+**B** for unblockable: damage 99. The landing spot is determined using the directional buttons
Demonic Realm	During Levitation B+K	M	36	-

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS
ASTAROTH
CASSANDRA
CERVANTES
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG
ASSASSIN
BERSERKER
LIZARDMAN

	Special Move	Entry	Attack level	Damage	Notes
8 Way Run	Head Hunter	→A	H	45	-
	Hunting Cry	→aB	M	56	In SC1: Guard Break. In SC3: unblockable
	Night Stalker	→B	M	44	-
	Sliding	→K	L	32	-
	Hell Spiral (2)	→A+B	M, M	28	→**A**+**B** to shift to Levitation position following a hit
	Levitation	→B+K	SP	25, 21	Shifts to Levitation position
	Shrieker Scream	→bA	M	32	-
	Decapitator	↗A.A	H, H	22, 32	-
	Malignant Reaver	↗B	M	44	As a Counterattack: bounce off ground
	Spinning Heel	↗K	M	30	As a Counterattack: flies away
	Hell Spiral (1)	↗A+B	M	36	↗**A**+**B** to shift to Levitation position following a hit. In SC2: Guard Break
	Levitation	↗B+K	SP		Shifts to Levitation position
	Decapitator	↘A.A	H, H	22, 32	-
	Malignant Reaver	↘B	M	44	As a Counterattack: bounce off ground
	Spinning Heel	↘K	M	30	As a Counterattack: flies away
	Hell Spiral (1)	↘A+B	M	36	↘**A**+**B** to shift to Levitation position following a hit. In SC2: Guard Break
	Levitation	↘B+K	SP	25, 21	Shifts to Levitation position
	Lost Humanity	↑A	H	28	Possible to hold, at maximum: unblockable and damage 64
	Necro Rage	↑B	M	36	Possible to hold, at maximum: Guard Break. In SC3: unblockable and damage 31, with a bounce off ground (damage 10). ↑**B** to shift to Levitation position
	Force Kick	↑K	M	35	-
	Hell Spiral (1)	↑A+B	M	36	↑**A**+**B** to shift to Levitation position following a hit. In SC2: Guard Break
	Levitation	↑B+K	SP	25, 21	Shifts to Levitation position
	Lost Humanity	↓A	H	28	Possible to hold, at maximum: unblockable and damage 64
	Necro Rage	↓B	M	36	Possible to hold, at maximum: Guard Break. In SC3: unblockable and damage 31, with a bounce off ground (damage 10). ↓**B** to shift to Levitation position
	Force Kick	↓K	M	35	-
	Hell Spiral (1)	↓A+B	M	36	↓**A**+**B** to shift to Levitation position following a hit. In SC2: Guard Break
	Levitation	↓B+K	SP	25, 21	Shifts to Levitation position
	Shadow Edge	↖A	L	40	-
	Shadow Stalker	↖A.B	M	37	First attack is a feint, second attack is a hit
	Grisly Rush	↖B.A	M, M	25, 38	Delay of second attack possible. Press ⇧ or ⇩ before A to alter direction of second attack. First attack in SC2: Guard Break
	Grisly Spiral	↖B.B	M, M	25, 34	↖B.**B** to shift to Levitation position following a hit. First attack in SC2: Guard Break
	Avenger Sobat	↖K.K	H, H	22, 36	If first attack hits as a Counterattack: pitch over
	Hell Spiral (1)	↖A+B	M	36	↖**A**+**B** to shift to Levitation position following a hit. In SC2: Guard Break
	Levitation	↖B+K	SP	25, 21	Shifts to Levitation position
	Shadow Edge	↙A	L	40	-
	Shadow Stalker	↙A.B	M	37	First attack is a feint, second attack is a hit
	Grisly Rush	↙B.A	M, M	25, 38	Delay of second attack possible. Press ⇧ or ⇩ before A to alter direction of second attack. First attack in SC2: Guard Break
	Grisly Spiral	↙B.B	M, M	25, 34	↙B.**B** to shift to Levitation position following a hit. First attack in SC2: Guard Break
	Avenger Sobat	↙K.K	H, H	22, 36	If first attack hits as a Counterattack: pitch over
	Hell Spiral (1)	↙A+B	M	36	↙**A**+**B** to shift to Levitation position following a hit. In SC2: Guard Break
	Levitation	↙B+K	SP	25, 21	Shifts to Levitation position
	Harbinger of Violence	←A	L	33	As a Counterattack: opponent flies up in the air
	Tormented Rage	←B	M	37	←**B** to shift to Levitation position following a hit
	Dark Retribution	←K	H, H, H	19, 12, 15	-
	Necro Blast	←A+B	H	46	Possible to hold, at maximum: unblockable and damage 80. Cancel with G
	Levitation	←B+K	SP	25, 21	Shifts to Levitation position
Throws	Messiah	A+G	Throw	60	Escape with A
	Doorway to Hell	B+G	Throw	55	Escape with B
	Pillar of Death	On opponent's left A+G or B+G	Throw	55	Escape with A or B depending on which Throw is entered
	Deathbringer	On opponent's right A+G or B+G	Throw	55	Escape with A or B depending on which Throw is entered
	Eighth Level of Hell	Behind opponent A+G or B+G	Throw	70	No escape possible (except for Voldo and Astaroth)
	Angel of Death	⇩⇙⇦A+G	Throw	32 (10)	Shifts to Levitation position. Escape with A
	Inprisoning Tendrils	⇩⇙⇦B+G	Throw	45	Escape with B
Wall Jump	Ghost Shadow Edge	Wall Jump A	L	30	-
	Ghost Necro Rage	Wall Jump B	M	32	-
	Ghost Face Crusher	Wall Jump K	M	23	-

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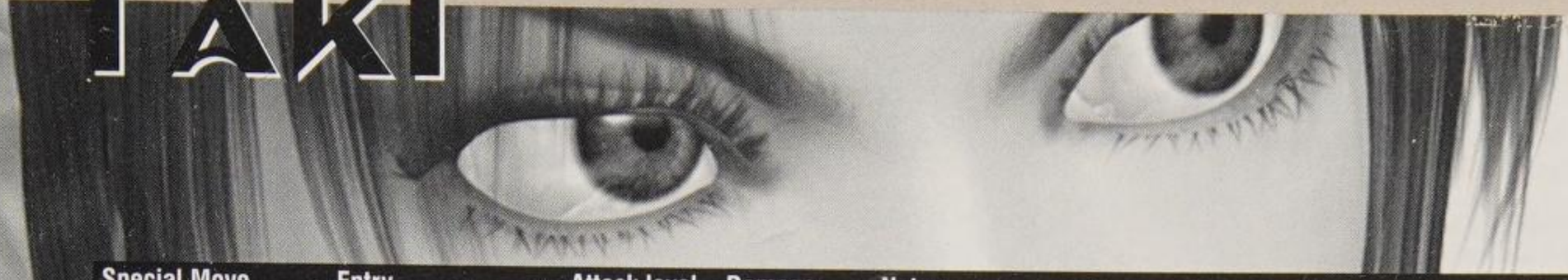


Special Move	Entry	Attack level	Damage	Notes
Shadow Ripper	A.A.B	H, H, M	10, 14, 17	During first attack, possible to cancel with G. Delay of third attack is possible
Stabbing Shadow	⇨A.A.B	H, H, M	12, 14, 14	-
Silent Shadow	A.A⇨B	H, H, M	10, 14, 21	Delay of third attack is possible
	⇨A.A⇨B	H, H, M	12, 14, 21	-
Shadow Shrine	A⇨	M, M	22, 22	-
Darkness Illusion	A.B.B	H, M, M	10, 20, 29	A.B.B⇩⬋⇦ to abort third attack and to shift to Possession position. During third attack possible to cancel with G
Shadow Cannon	A.B⇦B+K	H, M, L	10, 20, 19 (6)	During third attack possible to cancel with G
Ninja Cannon ~ Mekki Maru	Third attack by Shadow Cannon A	H	11	A⇩⬋⇦ during third attack by Shadow Cannon to shift to Possession position
Shadow Rush	A.B.K	H, M, H	10, 20, 24	Delay of third attack is possible
Reaping Hook	⬋A	L	34	As a Counterattack: opponent flies away
Earth Scroll	⇩A.K	L, L	17, 13	-
Shadow Split	⇘A	SM	12	-
Wind Scroll	⇦A	M	28	-
Bamboo Cutter	⇦⇦A	H	21	⇦⇦**A** to shift position after attack
Shadow Run	⇨⇨A.A	H, H	19, 23	⇨⇨A⇩⬋⇦ or ⇨⇨A.A⇩⬋⇦ to shift to Possession position
Shadow Rush	⇨⇨A.B.B	H, M, M	19, 24, 34	Delay of third attack is possible. If second attack hits as a Counterattack: opponent flies away
Lightning Strike	B.B.B	M, M, M	15, 19, 29	During first or third attack possible to cancel with G. Delay of second or third attack is possible. B⇩⬋⇦ to shift to Possession position. B.B.B⇩⬋⇦ to abort third attack and to shift to Possession position
Dark Destroyer	B⇨	M	30	-
Seal	⇦⇦B	M	29	Possible to hold, at maximum: unblockable and damage 44
Demon Fangs	⇦B	M	31	-
Shadow Scroll	B.A.A	M, H, L	15, 12, 25	Delay of second attack is possible. B.A⇩⬋⇦ to shift to Possession position
Shadow Banishment	B.A.K	M, H, H	15, 12, 29	Possible to hold third attack, at maximum: damage 49. B.A⇧ or ⇩ or ⇨A+B to shift to Stalker move
Heavy Shadow	B.A.⇨K	M, H, M	15, 12, 28	-
Blood Scroll	B.K.A	M, H, H	15, 25, 11	Possible to hold second attack, at maximum: damage 45. B.K.A⇩⬋⇦ to shift to Possession position
Dark Slicer	⇩B.A	M, H	22, 11	⇩B.A⇩⬋⇦ to shift to Possession position
Dark Slicer Feint ~ Mekki Maru	⇩bA	H	11	First attack is a feint and is aborted, second attack hits
Assassin's Feather	⇘B	M	23	As a Counterattack: opponent flies higher
Silence	⇨B	M	25	-
Assassin's Strike	⇨⇨B	M	51	In SC2: Guard Break. If attack hits from a long way off: damage 34
Seal of the Fire Dragon	⇦⬋⇩⇘⇨B	M	73	Unblockable, cancel with G
Pure Thunder Seal	During SCE B⇩	M, M, H	5, 5, 15	Delay of third attack is possible
Thunder Seal Huntress	During Pure Thunder Seal A	H	11	-
Haste	K.K.K	H, H, H	16, 17, 19	During first attack possible to cancel with G . K.K⇩⬋⇦ to shift to Possession position
Water Haste	K.K⇩K	H, H, L	16, 17, 15	-
Rapid Destruction	⇘K.K.K	M, M, M	14, 16, 24	⇘K.B+K or ⇘K.K.B+K or ⇘K⇧ or ⇩B+K or ⇘K.K⇧ or ⇩B+K to shift to Wind Roll 1 move
Punishing Strike	⇩K.K	L, M	17, 27	-
Sealing Punishment	⬋K	L	13	-
Water Kick	⇦K.K	H, L	24, 17	-
Executioner's Curse	⇦K⇦A	H, L	24, 17	Shifts to Possession position
Divine Punishment ~ Mekki Maru	⇨K.A	M, H	23, 11	⇨K.A⇩⬋⇦ to shift to Possession position
Hurricane Punishment	⇨⇨K	SM SM	23, 23	-
Mat	⇦⇦K	M	29	During first attack, K for a further attack (mid)
Hidden Haze	During SCE ⇖K.B	SP, M	34	During SCE ⇖**K**, touch wall to start an automatic attack (mid, mid): damage 24. In SC2: Guard Break
Ninja Cannon	⇦B+K	L	16 (5)	Cancel with G
Ninja Cannon ~ Mekki-Maru	Ninja Cannon.A	L, H	16, 11	A⇩⬋⇦ to shift to Possession position
Ninja Cannon Feint ~ Mekki-Maru	During Ninja Cannon A	H	11	A⇩⬋⇦ to shift to Possession position. Ninja Cannon is aborted
Advancing Cloud Scroll	A+K	M, M	23, 17	-
Fog Blanket	⇩A+K	M	24	If attack misses, character lies on the ground
Shadow Split	While crouching A	SM	12	-
Free Shadow	While crouching B	M	16	-
Sealing Punishment	While crouching K	L	11	-

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS
ASTAROTH
CASSANDRA
CERVANTES
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG
ASSASSIN
BERSERKER
LIZARDMAN

	Special Move	Entry	Attack level	Damage	Notes
	Divine Cannon Combo	While crouching A+K.K	L, M	16, 24	If second attack is a Counterattack: reel back
	Poison Dart	While crouching ↙A+B	SM	21	-
	Shadow Claw	While getting up A.A.A	M, H, M	22, 14, 34	A.A⇩↙⇦ to shift to Possession position, delay of second attack is possible.
	Darkness Banishment	While getting up B.B	M, L	29, 27	B⇧ or ⇩ or ⇨A+B to shift to Stalker move
	Divine Cannon	While getting up K	M	24	As a Counterattack: reel back
	Reverse Shadow	Back facing opponent A	H	12	-
	Shadow Mekki-Maru	Back facing opponent B.A	M, H	17, 11	Delay of second attack is possible. B.A⇩↙⇦ to shift to Possession position
	Punishing Wind	Back facing opponent K	H	17	K⇨ to shift to Wind Roll 1 move
	Heavy Burden	Back facing opponent B+K	M	14	-
	Fog Blanket	Back facing opponent ⇩A+K	M	39	If attack misses, character lies on the ground
	Reverse Shadow Split	Crouching and back facing opponent A	L	8	-
	Darkness Shatter	Crouching and back facing opponent B	M	21	B⇩↙⇦ to shift to Possession position
	Reverse Seal Punishment	Crouching and back facing opponent K	L	14	-
	Falling Scroll	Jump A	M	32	-
	Windfall	Jump B	M	26	-
	Haste Alternate	Jump K.K.K	H, L, H	17, 12, 21	K.K⇩↙⇦ to shift to Possession position. If second attack hits as a Counterattack: flatten
	Diving Scroll	Jump (delayed) A	L	24	-
	Darkness Banishment	Jump (delayed) B.B	M, L	29, 27	B⇧ or ⇩ or ⇨A+B to shift to Stalker move
	Rapid Destruction	Jump (delayed) K.K.K	M, M, M	19, 16, 24	K.K.B+K to Wind Roll 2. Jump (delayed) K.K⇧ or ⇩B+K to shift to Wind Roll 1 move
Possession	Possession	⇩↙⇦	SP	-	↑ or ↓ for moves
Possession	Possession Rush	Possession ⇨	SP	-	Cancel with G or ⇦
Possession	Storm Scroll	Possession A or ⇧ or ⇩A	H	41	-
Possession	Mekki-Maru Wind	Possession ⇦A	H	11	⇦A⇩↙⇦ to shift to Possession position
Possession	Dream Scroll	Possession B	M	49	In SC2: Guard Break. In SC3: unblockable
Possession	Dragon Wheel	Possession K	M	19	-
Possession	Awakening Rush	Possession ⇧K.A	M, M, M	29, 29, 49	⇧K⇩↙⇦ to shift to Possession
Possession	Vacuum Drop Kick	Possession ⇩K	L	23	If attack misses, character lies on the ground
Possession	Exorcism	Possession A+B	M (U)	68	Cancel with G
Possession	Fan Dance	Possession A+K	M, M	27, 30	-
Possession	Bow Breaker	Possession A+G or B+G	T	50	Escape with A or B depending on which Throw is entered
Possession	Wall Dash	Possession ⇧⇧ or ⇩⇩ near a wall	SP	-	-
Possession	Shadow Shrine	Wall Dash A	M, M	22, 22	-
Possession	Assassin's Strike	Wall Dash B	M	51	In SC1: Guard Break. In SC3: unblockable
Possession	Hurricane Punishment	Wall Dash K	SM SM	23, 23,	In SC3: first attack unblockable
Stalker	Stalker	A+B or ⇧A+B or ⇩A+B	SP	-	Possible to hold. While holding you can push off a wall and Taki jumps right across the arena
Stalker	Stalker Blade	During Stalker A	M	39	Is not carried out if Stalker is retrieved with ⇩ or ⇧ A+B
Stalker	Stalker Thunder	During Stalker B	M	53	Is not carried out if Stalker is retrieved with ⇩ or ⇧ A+B. In SC1: Guard Break
Stalker	Stalker Omen	During Stalker K.A	M, M, M	20, 16, 39	Is not carried out if Stalker is retrieved with ⇩ or ⇧ A+B
Wind Roll 1	Wind Roll 1	B+K	SP	-	B+K⇩↙⇦ to shift to Possession position
Wind Roll 1	Mekki-Maru Wind Roll	During Wind Roll 1 A	H	11	A⇩↙⇦ to shift to Possession position
Wind Roll 1	Side Breeze	During Wind Roll 1 ⇧ or ⇩A	H	31	-
Wind Roll 1	Curse	During Wind Roll 1 ⇦A	L	17	Shifts to Possession position
Wind Roll 1	Wind Death Sault	During Wind Roll 1 B.B.B	M, M, M	34, 29, 49	-
Wind Roll 1	Wind Sealing Rush	During Wind Roll 1 B.K	M, M	34, 24	During second hit press B for a further attack (mid)
Wind Roll 1	Riptide	During Wind Roll 1 K	M, M	17, 24	-
Wind Roll 1	Sealing Punishment	During Wind Roll 1 ⇩K		11	-
Wind Roll 1	Haste Alternate	During Wind Roll 1 ⇨K.K.K	H, L, H	17, 12, 21	⇨K.K⇩↙⇦ to shift to Possession position. If second attack hits as Counterattack: opponent flies away

	Special Move	Entry	Attack level	Damage	Notes
Wind Roll 2	Wind Roll 2	⇧ or ⇩B+K	SP	-	⇧ or ⇩B+K⇩↙⇦ to shift to Possession position
	Side Breeze	During Wind Roll 2 A	H	31	As Counterattack: opponent flies away
	Curse	During Wind Roll 2 ⇦A	L	17	To shift to Possession position
	Storm Cloud Scroll	During Wind Roll 2 K.A	H, H, M	17, 17, 32	-
	Stalker	During Wind Roll 2 A+B	SP	-	Shift to Stalker move
8 Way Run	Shadow Run	→A.A	H, H	19, 23	→A↙ to shift to Possession position
	Shadow Rush	→A.B.B	H, M, M	19, 24, 34	Delay of third attack is possible
	Assassin's Strike	hB	M	51	In SC2: Guard Break. If attack hits from a long way off: damage 34
	Sliding	→K	L	27	-
	Burning Misery	↗A.B.B.B	H, M, M, M	6, 8, 12, 19	Possible to hold first attack. Delay of second attack is only possible then. ↗A⇩↙⇦ to shift to Possession position
	Assassin's Strike	↗B	M	51	In SC2: Guard Break
	Heavy Burden	↗K	M	14	↗K↙ to shift to Possession position
	Burning Misery	↘A.B.B.B	H, M, M, M	6, 8, 12, 19	Possible to hold first attack. Delay of second attack is only possible then. ↘A⇩↙⇦ to shift to Possession position
	Assassin's Strike	nB	M	51	In SC2: Guard Break
	Heavy Burden	↘K	M	14	↗K↙ to shift to Possession position
	Dark Chaos	↑A.A.A	H, H, L, L	15, 16, 17, 24	↑A.A⇧B+K to shift to Wind Roll 2 move
	Deep Chaos	↑A.K	H, M, H	16, 14, 22	-
	Illusion Scroll	↑B	M, M	13, 21	-
	Scroll of Darkness	↑bA	M	39	-
	Storm Cloud Scroll	↑K.A	H, H, M	17, 17, 32	-
	Dark Chaos	↓A.A.A	H, H, L, L	15, 16, 17, 24	↓A.A⇩B+K to shift to Wind Roll 2 move
	Deep Chaos	↓A.K	H, M, H	16, 14, 22	-
	Illusion Scroll	↓B	M, M	13, 21	-
	Scroll of Darkness	↓bA	M	39	-
	Storm Cloud Scroll	↓K.A	H, H, M	17, 17, 32	-
	Weaving Blades	↖A	L, H	14, 19	If first attack hits as a Counterattack: after second hit opponent flies up in the air
	Assassin's Secret	↖B.K	M, M	16, 25	↖B.K↙ to shift to Possession position
	Water Kick	↖K.K	H, L	24, 17	-
	Weaving Blades	↙A	L, H	14, 19	-
	Assassin's Secret	↙B.K	M, M	16, 25	↙B.K⇩↙⇦ to shift to Possession position
	Water Kick	↙K.K	H, L	24, 17	-
	Bamboo Cutter	←A	H	21	With ←**A**, Taki remains on the spot after attack. Otherwise she takes a step to the left
	Seal	←B	M	29	Possible to hold, at maximum: damage 44
	Mat	←K	M, M	29	During first attack K for a further attack (Mid).
Throws	Strangulation Blade	A+G	T	55	Escape with A
	Departure in Fire	B+G	T	55	Escape with B
	Cellar Drop	On opponent's left A+G or B+G	T	55	Escape with A or B depending on which Throw is entered
	Jute Burial	On opponent's right A+G or B+G	T	65	Escape with A or B depending on which Throw is entered
	Dropping the Bottle	Behind opponent A+G or B+G	T	60	No escape possible (except for Voldo and Astaroth)
	Crossing the Cliff	⇨⇨B+G	T	60	Escape with B
Wall Jump	Diving Scroll	During Wall Jump A	L	24	-
	Shadow Banishment	During Wall Jump B.B	M, L	29, 27	B⇧ or ⇩ or HA+B to shift to Stalker move
	Riptide	During Wall Jump K	M, M	17, 24	-

TALIM

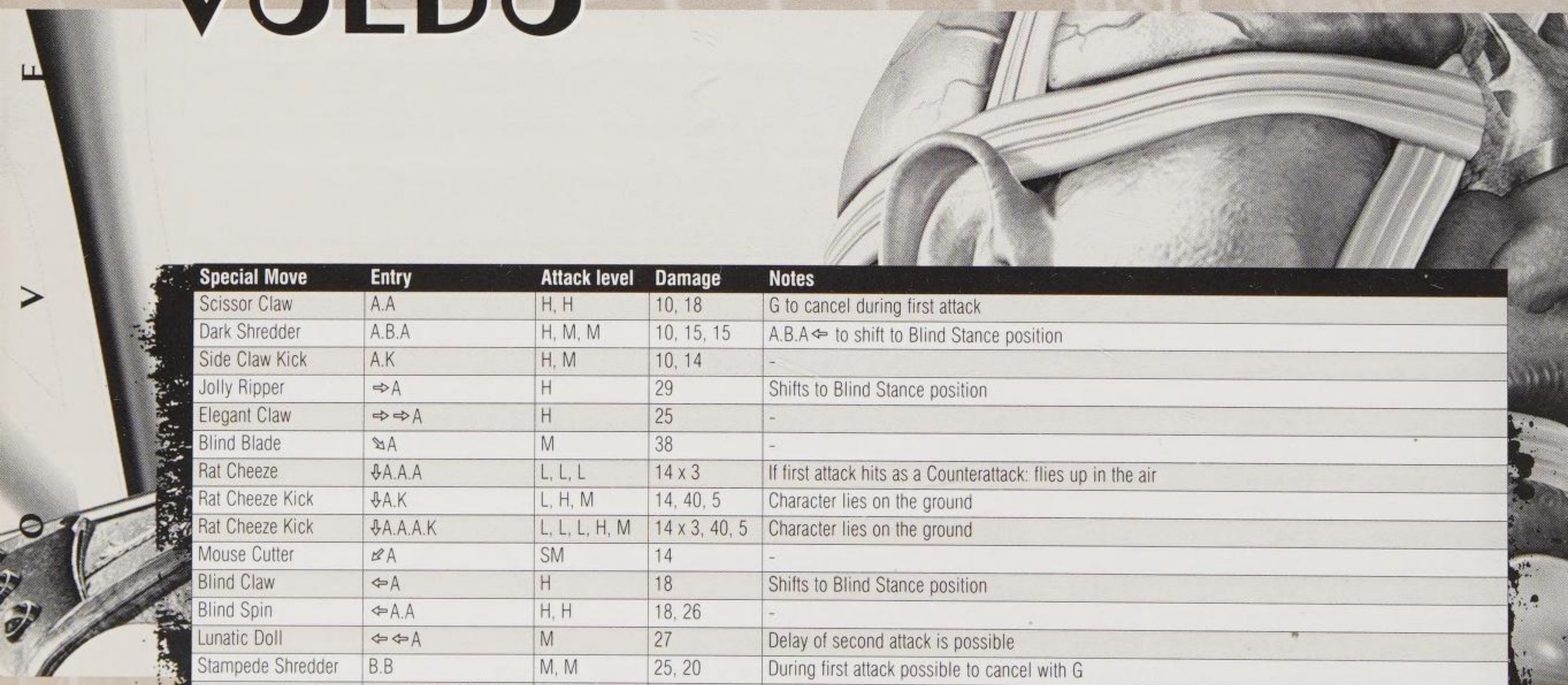
Special Move	Entry	Attack level	Damage	Notes
Swift Espada	A.A.B	H, H, M, M	12, 13, 10, 26	During first attack possible to cancel with G. If attack misses, K for a further attack: damage 30. A.A↑ or ↓ to shift to Wind Charmer 1 move
Elbow Witik	A.B	H, M	12, 19	-
Spinning Low Hiwa	↙A	L	28	As a Counterattack: flatten
Tuhod Slicer	⇩A	SM	18	-
Razor Gale	↘A.A	H, H, H M	8, 8, 10, 10	↘A to turn your back on the opponent
Olisi Whirlwind	⇦A.A	H, L	22, 28	-
Olisi Kick	⇦A.K	H, M	22, 18	Possible to hold second attack, at maximum: damage 48
Mirror Fan Strikes	⇨A.A	H, H	22, 30	-
Mirage Fan Strikes	⇨A.B	H, M	22, 26	-
Tornado Assault	⇦⇦A.A.A	H, H, M, M, M, M	11, 10, 8 x 4	If only first attack hits: damage 11, 28
Tornado Assault Kamay	⇦⇦A.A.A⇩↘⇨B	H, H, M, M, M, M	11, 10, 8 x 4, 32	-
Double Abaniko	⇨⇨A.A	H, M	23, 29	Possible to hold second attack, at maximum: damage 55. In SC3: unblockable.
Reverse Elbow Witik	B.A	M, H	14, 16	During first attack possible to cancel with G
Salisi Breeze	B.B.A	M, M, L	14, 16, 24	B.B↑ or ↓ to shift to Wind Charmer 2 move
Salisi Razor	B.B.K	M, M, M, M	14, 16, 20, 22	B.B⇦K to turn your back on the opponent. B.B.K→ or B.B.⇦K← to shift to Wind Sault move
Handa Blade	↙B	M	24	With ↙B→ and an opponent's attack, shift to Wind Sault move. With ↙B← and an opponent's attack, shift to Wind Leap move. With ↙B↑ or ↓ shift to Wind Charmer 2 move
Satik	⇩B	M	22	-
Gust Hook	↘B⇨B	M, M	22, 32	Possible to hold second attack, at maximum: damage 58
Twin Fang Witik	⇨B.A	M, H	21, 16	With ⇨B.A→ and opponent's attack, shift to Wind Sault move. With ⇨B.A← and opponent's attack, shift to Wind Leap move. With ⇨B.A↑ or ↓ and opponent's attack, shift to Wind Charmer 2 move
Twin Fang Sahig	⇨B.B	M, M	21, 38	Delay of second attack is possible
Air Blade Thrust	⇦B.B	M, M	26, 28	In SC2: Guard Break. Possible to hold second attack, at maximum: Guard Break and damage 38. ⇦B→ to shift to Wind Sault move. ⇦B↑ or ↓ shift to Wind Charmer 2 move
Vertical Abaniko	⇦⇦B	M	38	-
Paayon Thrust	⇨⇨B	H	35	In SC2: Guard Break
Blue Sky	⇩↘⇨B	M	35	Possible to hold, at maximum: Guard Break. In SC3: unblockable and damage 62
Whirlwind Hambalos	⇩↙⇦B	M (U)	85	Cancel with G
Roundhouse Sipa	K	H	12	Cancel with G
Low Sipa Sweep	↙K	L	14	If attack hits from a long way off: damage 17
Sweeping Breeze	⇩K.A	L, H	25, 22	If attack hits from a long way off: damage 17
Sweeping Gale	⇩K.**A**	L, M	25, 28	-
Reverse Sipa	↘K	M	14	-
Inner Sipa	⇦K	M	16	-
Side Sipa	⇨K	M	24	As a Counterattack: opponent flies up in the air
Sipa Trip	⇦⇦K	L	26	As a Counterattack: flatten
Sipa Rising	⇨⇨K	M, H	20, 25	After attack: back facing opponent
Ice Wind	A+B	M	58	Cancel with G. After cancel: back facing opponent. Guard Break. In SC3: unblockable
Shearing Blades	⇨A+B	M	43	Cancel with G. In SC2: Guard Break. In SC3: unblockable
Desert Gust	⇨⇨A+B	H M	16, 26	If first attack hits: spin 180°
Crosswind	↘A+B	H, H	14, 22	If first or second attack hits as a Counterattack: opponent flies up in the air after second attack
Twin Baraw Lift	↙A+B	M	32	-
Rapid Force	⇩A+B	M	28	With ⇩A+B→ and an opponent's attack, shift to Wind Sault move. With ⇩A+B← and opponent's attack, shift to Wind Leap move. With ⇩A+B↑ or ↓ and opponent's attack, shift to Wind Charmer 2 move. As a Counterattack: plunge
Twin Espadas	⇦A+B	M, M	16, 24	Back facing opponent
Cold Wind	B+K	M	55	Cancel with G. In SC3: unblockable
Paayon Thrust	B+K cancel ⇨B	H	39	In SC2: Guard Break
Tumbling Razors	⇦B+K	M, M, M, M	10, 10, 24, 24	-
Tuhod Slicer	While crouching A	SM	13	-
Satik	While crouching B	M	22	-
Rising Baraw	While crouching ↘B.B	M, M, M	18, 12, 18	Delay of second attack is possible
Low Sipa Sweep	While crouching K	L	14	-
Twin Baraw Lift	While crouching ↙A+B	M	32	-

Special Move	Entry	Attack level	Damage	Notes
Left Witik	While getting up A	M	33	-
Rising Elbow Blade	While getting up B	M	20	As Counterattack: fall back
Front Sipa	While getting up K	M	25	-
Turning Espada	Back facing opponent A.A	H, H	12, 15	With A.A→ and opponent's attack, shift to Wind Sault move. With A.A← and opponent's attack, shift to Wind Leap move. With A.A↑ or ↓ and opponent's attack, shift to Wind Charmer 2 move
Tuhod Strike	Back facing opponent ⇩A	L	30	-
Baraw Strikes	Back facing opponent B.B	M, M	18, 22	Delay of second attack is possible
Diving Wind Kick	Back facing opponent K	H	36	With ⇨K position remains same: back facing opponent. As a Counterattack: opponent flies higher
Olisi Turn	Back facing opponent A+K	H	42	Automatic Guard Impact against horizontal high and mid attacks
Baraw Punch Turn	Back facing opponent B+K	M	36	Automatic Guard Impact against horizontal high and mid attacks
Turning Low Hiwa	Crouching and back facing opponent A	L	30	-
Turning Satik	Crouching and back facing opponent B	M	23	-
Turning Sipa Sweep	Crouching and back facing opponent K	L	19	-
Jumping Witik	Jump A	H	20	With A→ and opponent's attack, shift to Wind Sault move. With A← and opponent's attack, shift to Wind Leap move. With A↑ or ↓ and opponent's attack, shift to Wind Charmer 2 move
Swift Leap	Jump B	M	30	If ⇗B hits wall, K to carry out a further attack (this attack only hits the opponent if on the ground)
Sipa Jump	Jump K	M	22	-
Diving Tuhod Slicer	Jump (delayed) A	L	28	-
Diving Satik	Jump (delayed) B	M	38	-
Diving Low Sipa Sweep	Jump (delayed) K	L	24	-
Wind Charmer 1	Wind Charmer 1	-	SP	
	Tagga	During Wind Charmer 1 A+G or B+G	T	15	Escape with A or B depending on which Throw is entered
	Blade Cyclone	During Wind Charmer 1 A	M, M	18, 24	-
	Wind Charmer 2	⇧ or ⇩B+K	SP	-	Turns her back on the opponent
Wind Leap	Wind Leap	-	SP		-
	Paayon Thrust	During Wind Leap B	H	38	Guard Break
Wind Sault	Wind Sault	⇨B+K	SP	-	Hits opponent lying on the ground: damage 18. If character touches wall while jumping, ⇨**A+K** to carry out extra attacks: damage 30. ⇦ shortens jump
	Double Inwardi	During Wind Sault A	L	30	-
	Double Bartikal	During Wind Sault B	M	36	In SC1: Guard Break
	Layout	During Wind Sault K	H	28	Character lies on the ground. During shift opponents are hit who are lying on the ground: damage 20. With a hit: shift to Wind Sault
	Diving Wind Kick	During Wind Sault and jump over opponent ⇦K	H	36	Turns her back on the opponent. As a Counterattack: opponent flies higher
8 Way Run	Double Abaniko	→A.A	H, M	23, 29	Possible to hold second attack, at maximum: damage 55. In SC3: unblockable
	Paayon Thrust	→B	H	35	In SC2: Guard Break
	Sliding	→K	L	28	-
	Desert Gust	→A+B	H M	16, 26	-
	Wind Sault	→B+K	SP	-	Shifts to Wind Sault move
	Blade Cyclone	↗A	M, M	18, 24	-
	Gust Hook	↗B⇨B	M, M	22, 32	Possible to hold second attack, at maximum: Guard Break, damage 58
	Sipa Slash	↗K.A	H, M, M	22, 14, 18	-
	Desert Gust	↗A+B	H M	16, 26	-
	Wind Charmer 1	↗B+K	SP	-	Shifts to Wind Charmer 1 move
	Blade Cyclone	↘A	M, M	18, 24	-
	Gust Hook	↘B⇨B	M, M	22, 32	Possible to hold second attack
	Sipa Slash	↘K.A	H, M, M	22, 14, 18	-
	Desert Gust	↘A+B	H M	16, 26	-
	Wind Charmer 1	↘B+K	SP	-	Shifts to Wind Charmer 1 move
	Planchada Cyclone	↑A	H, H	12, 20	↑A↑ or ↓ to shift to Wind Charmer 1 move
	Rising Gale	↑B	M, M	16, 18	↑B→ to shift to Wind Sault move. ↑B↑ or ↓ to shift to Wind Charmer 2 move
	Sipa Windmill	↑K	H	27	-
	Desert Gust	↑A+B	H M	16, 26	-
	Wind Charmer 1	↑B+K	SP	-	Shifts to Wind Charmer 1 move. ↑**B+K** to run up a nearby wall
	Planchada Cyclone	bA	H, H	12, 20	↓A↑ or ↓ to shift to Wind Charmer 1 move
	Rising Gale	↓B	M, M	16, 18	↓B→ to shift to Wind Sault move. ↓B↑ or ↓ to shift to Wind Charmer 1 move
	Sipa Windmill	↓K	M	27	-

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS
ASTAROTH
CASSANDRA
CERVANTES
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG
ASSASSIN
BERSERKER
LIZARDMAN

	Special Move	Entry	Attack level	Damage	Notes
8 Way Run	Desert Gust	↓A+B	H M	16, 26	-
	Wind Charmer 1	↓B+K	SP	-	Shifts to Wind Charmer 1 move. **↑B+K** to run up a nearby wall
	Spinning Low Hiwa	↖A	L	28	As a Counterattack: flatten
	Isa Hampas	↖B	M	41	In SC1: Guard Break. ↖B→ to shift to Wind Sault move. ↖B↑ or ↓ to shift to Wind Charmer 1 move
	Low Sipa Sweep	↖K	L	14	-
	Desert Gust	↖A+B	H M	16, 26	-
	Wind Charmer 1	↖B+K	SP	-	Shifts to Wind Charmer 1 move
	Spinning Low Hiwa	vA	L	28	As a Counterattack: flatten
	Isa Hampas	↙B	M	41	↖B→ to shift to Wind Sault move. ↖B↑ or ↓ to shift to Wind Charmer 1 move
	Low Sipa Sweep	↙K	L	14	-
	Desert Gust	↙A+B	H M	16, 26	-
	Wind Charmer 1	↙B+K	SP	-	Shifts to Wind Charmer 1 move
	Tornado Assault	←A.A.A	H, H, M, M, M, M	11, 10, 8 x 4	If only ←A is carried out: damage 11, 28
	Tornado Assault Kamay	←A.A.A↓↘→B	H, H, M, M, M, M, M	11, 10, 8 x 4, 32	-
	Vertical Abaniko	←B	M	38	-
	Sipa Trip	←K	L	26	As a Counterattack: flatten
	Desert Gust	←A+B	H M	16, 26	-
	Tumbling Razors	←B+K	M, M, M, M	10, 10, 14, 14,	-
Throws	Tagga Na Kamay	A+G	M, M	50	Escape with A
	Sungabb Throw	B+G	T	50	Escape with B
	Tower Kick	On opponent's left A+G or B+G	T	50	Escape with A or B depending on which Throw is entered
	Piggyback Tulison	On opponent's right A+G or B+G	T	55	Escape with A or B depending on which Throw is entered
	Diving Wind Kick Throw	Behind opponent A+G or B+G	T	65	No escape possible (except for Voldo and Astaroth)
	Monsoon	↓↘→B+G.	T	40	Escape with B
	Monsoon Season	↓↘→B+G←→A+B	T	30	Escape with B. Press ↓↙←B+K just at the right moment for a further Throw: damage 40
Wall Jump	Diving Tuhod Slicer	During Wall Jump A	L	28	-
	Swift Leap	During Wall Jump B	M	34	-
	Diving Low Sipa Sweep	During Wall Jump K	L	24	-

VOLDO



	Special Move	Entry	Attack level	Damage	Notes
	Scissor Claw	A.A	H, H	10, 18	G to cancel during first attack
	Dark Shredder	A.B.A	H, M, M	10, 15, 15	A.B.A← to shift to Blind Stance position
	Side Claw Kick	A.K	H, M	10, 14	-
	Jolly Ripper	→A	H	29	Shifts to Blind Stance position
	Elegant Claw	→→A	H	25	-
	Blind Blade	↘A	M	38	-
	Rat Cheeze	↓A.A.A	L, L, L	14 x 3	If first attack hits as a Counterattack: flies up in the air
	Rat Cheeze Kick	↓A.K	L, H, M	14, 40, 5	Character lies on the ground
	Rat Cheeze Kick	↓A.A.A.K	L, L, L, H, M	14 x 3, 40, 5	Character lies on the ground
	Mouse Cutter	↙A	SM	14	-
	Blind Claw	←A	H	18	Shifts to Blind Stance position
	Blind Spin	←A.A	H, H	18, 26	-
	Lunatic Doll	←←A	M	27	Delay of second attack is possible
	Stampede Shredder	B.B	M, M	25, 20	During first attack possible to cancel with G
	Stampede Shredder	From behind B.B.B	M, M, M	25, 20, 20	During first attack possible to cancel with G
	Blade Nail	→B.B	H, M	50	In SC2: Guard Break. If first attack hits as a Counterattack: falls back
	Demon Elbow	→→B	M	24, 30	-
	Guillotine Scissors	↘B.B	M, M	36, 34	Delay of second attack is possible
	Ecstasy	↓B	M	30	↓B← to shift to Blind Stance position
	Power Slave	↓B.B	M, M	30, 30	-
	Asylum Dance	↙B.K.K	M, M, H	26, 20, 34	↙B.K to shift to Mantis Crawl (feet forward) position

Special Move	Entry	Attack level	Damage	Notes
Katar Splitter	⇦B	M	25	⇦**B** to shift to Mantis Crawl (head forward) position. As a Counterattack: plunge
Hell Scarecrow Spin	⇦⇦B.A.A	M, M, H	25, 16, 26	⇦⇦B.A to shift to Blind Stance position. If first attack hits as a Counterattack: plunge
Demon Pheromone	⇦⇦**B**	M, U	40	Cancel with G. If attack hits, three low attacks follow automatically
Grave Digger	bA	L, L, L	5, 5, 5	-
Mute High Kick	K	H	26	Cancel with G
Scorpion Tail	⬋K	M	25	Shifts to Blind Stance position. ⬋K⇨ to stop change
Rat Kick	⇩K	L	16	-
Mute Mid Kick	⬊K	M	20	-
Bending Kick	⇦K	H	26	⇦**K** to shift to Mantis Crawl (feet forward) position
Lunatic Flip	⇦⇦K	M	24	Character lies on the ground.
Blind Drop	⇨⇨K	M, M, L	20, 23, 34	Shifts to Blind Stance position. The final attack only hits the opponent lying on the ground
Praying Mantis	A+B	M	40	-
Katar Gore	⇨A+B	M	45	Shifts to Blind Stance position. In SC2: Guard Break
Gate Opener	⇨⇨A+B	M, M	25, 20	If second attack hits as a Counterattack: Super Freak is automatically carried out
Gate Prier	⇨⇨A+B.K	M, M	25, 29	-
Blind Dive	⬊A+B	H	50	Possible to hold, at maximum: unblockable, damage 80. Cancel with G. If character touches wall during attack, an extra mid attack follows. In SC2: Guard Break
Evil Bow	BA+B	L	36	-
Guillotine Scissors Alternate	⇦A+B	M	40	-
Running with Scissors	⇦**A+B**	M (M, M)	40, 20, 20	Number of attacks depend on how long you press the buttons
Super Freak	B+K	SP	-	Character dodges an opponent's attack, but it reduces his energy level as far as Voldo has a higher energy level than his opponent. G to cancel. With ⇩ or ⇧B+K Super Freak (Inner or Outer) is carried out. With ⇨B+K Super Freak Lunge is carried out. With ⇦B+K Super Freak Retreat is carried out
Super Freak (Inner or Outer)	⇩ or ⇧B+K	SP	-	↓ or ↑B+K to shift to Mantis Crawl (feet forward) position
Super Freak Lunge	⇨B+K	SP	-	⇨**B+K** to Mantis Crawl (feet forward)
Super Freak Retreat	⇦B+K	SP	-	⇦**B+K** to shift to Caliostro Rush position in so far as opponent is directly opposite
Death Rose	A+K	M, M	25, 30	Possible to hold, at maximum: damage 35, 40. Cancel with G
Web Weaver	⇦A+K	H, U	75	Cancel with G
Insanity Trap	⇨⇨A+K.K	M, L, M	45/15, 55	Last part of attack only hits opponent lying on the ground. In SC2: first attack Guard Break
Mantis Crawl (Feet First)	⬋ or ⇩A+K	M	20	Shifts to Mantis Crawl (feet forward) position
Mantis Crawl (Head First)	⬊A+K	M	20	Shifts to Mantis Crawl (head forward) position
Mouse Cutter	While crouching A	SM	10	-
Asylum Step	While crouching B	M	26	-
Rat Drill	While crouching ⬊B	M	26	Shifts to Blind Stance position
Blind Dive	While crouching ⬊A+B	H	50	**A+B** for unblockable attack: damage 80. Cancel with G. If character touches a wall, an extra mid attack follows. In SC2: Guard Break
Rat Bounce	While crouching ⬋ or ⇩ or ⬊B+K	M	22	⬋ or ⇩ or ⬊**B+K** to shift to Mantis Crawl (feet forward) position
Rat Kick	While crouching K	L	16	-
Caliostro Rush	While crouching ⬋⇩⬊	SP	-	-
Scorpion Claw	While getting up A	M	24	As a Counterattack: keel over
Bat Taste	While getting up B.B	M, M	30, 30	**B** to shift to Mantis Crawl (feet forward) position
Lunatic Spin	While getting up K	M	30	Shifts to Blind Stance position. K⇨ to stop the change
Scarecrow Spin	Back facing opponent A	H	18	-
Blind Scratch	Back facing opponent B	M	25	-
Blind Mute High Kick	Back facing Opponent K	H	22	-
Blind Mouse Cutter	While crouching and back facing opponent A	L	10	-
Blind Asylum Step	While crouching and back facing opponent B	M	26	-
Blind Drop Kick	While crouching and back facing opponent K	L	33	Character lies on the ground.
Scorpion Tail	While crouching and back facing opponent ⬋K	M	25	As a Counterattack: opponent flies in the air
Blind Mute Low Kick	While crouching and back facing opponent ⬊K	L	18	-
Frolicking Brain Shear	Jump A	H	22	-
Frolicking Port de Bras	Jump B	M	26	-
Side Kick	Jump K	H, L	30	Character lies on the ground. Second attack only hits opponent lying on the ground
Puppet Gear	Jump (delayed) A	L	27	-
Puppet Blind Gore	Jump (delayed) B	M	23	-
Puppet Drop Kick	Jump (delayed) K	L	36	Character lies on the ground.

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
HEIHACHI
IVY
KILIK
LINK
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MITSURUGI
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ASSASSIN
BERSERKER
LIZARDMAN

	Special Move	Entry	Attack level	Damage	Notes
Blind Stance	Blind Stance	⇩⇙⇦	SP	-	Shifts to Blind Stance position
	Madness Spin	During Blind Stance ⇨A	M, M	12, 30	-
	Lunatic Wheel	During Blind Stance ⇨⇨A	M	31	Possible to hold. In SC3: unblockable, damage 23 (when bounces off ground, extra damage 8)
	Mute Elbow Rush	During Blind Stance ⇦A.B	H, M	25, 22	First and second attack keep the Blind Stance position. If first attack hits as a Counterattack: falls back
	Rat Straight	During Blind Stance ⇨B	H	47	In SC1: Guard Break. In SC3: unblockable
	Red Stitch	During Blind Stance ⇨⇨B	M	38	In SC2: Guard Break. As a Counterattack: bounce off the ground
	Death Ensnare	During Blind Stance ⇦B.B	M, M	20, 30	⇦B to retain Blind Stance position
	Blind Elbow Rush	During Blind Stance ←B.B	M, M	20, 20	Blind Stance position is maintained
	Scarecrow	During Blind Stance ⇨⇨bA	M	31	As a Counterattack: keel over
	Rat Bite Kick	During Blind Stance ⇘K	L	18	Blind Stance is maintained
	Blind Drop Kick	During Blind Stance ⇩K	L	33	Character lies on the ground
	Scorpion Tail	During Blind Stance ⇙K	M	25	-
	Mute Kick	During Blind Stance ⇦K	H	22	Blind Stance position is maintained
	Freak Roll	During Blind Stance A+B	SM	27	Blind Stance position is maintained. Cancel with G. If attack hits, then an extra mid attack follows (damage 32). ⇩ for a follow-up extra (low) attack (damage 36) and to shift to Blind Stance position
	Reverse Evil Bow	During Blind Stance ⇩A+B	L	40	Blind Stance position is maintained. ⇩ or ⇙ or ⇘ are also possible.
	Super Freak	During Blind Stance B+K	SP	-	Character dodges an opponent's attack, but it reduces his energy level in so far as Voldo has a higher energy level than his opponent. Cancel with G is possible. With ⇩ or ⇧B+K Super Freak (Inner or Outer) is carried out. With ⇨B+K Super Freak Lunge is carried out. With ⇦B+K Super Freak Retreat is carried out
	Super Freak (Inner or Outer)	During Blind Stance ⇩ or ⇧B+K	SP	-	↓ or ↑B+K to shift to Mantis Crawl (head forward)
	Super Freak Lunge	During Blind Stance ⇦B+K	SP	-	⇨**B+K** to shift to Mantis Crawl position (head forward)
	Super Freak Retreat	During Blind Stance ⇨B+K	SP	-	-
	Death Rose	During Blind Stance A+K	M, M	32, 30	Possible to hold, at maximum: damage 35, 40
	Mantis Crawl (Head Towards)	During Blind Stance ⇩A+K	M	20	Shifts to Mantis Crawl position (head forward)
Mantis Crawl	Mantis Crawl (Head First)	-	SP	-	Moves with ⇧ or ⇩* ⇨ or ⇦ are possible. With G, character lies on the ground
	Twisted Salute	During Mantis Crawl A	M, M	31, 55	-
	Asylum Breakout	During Mantis Crawl B	M, L	36, 38	With feet forward, B to shift to Blind Stance position
	Scorpion Kick	During Mantis Crawl (feet forward) K	H	34	-
	Blind Drop	During Mantis Crawl (head forward) K	M	25, 30	Shifts to Blind Stance position
	Freak Roll	During Mantis Crawl A+B	SM	27	Cancel with G. If attack hits, then an extra mid attack follows. ⇩ for a follow-up extra (low)-attack and to shift to Blind Stance position
	Fool Ritual	During Mantis Crawl B+K	M	17	Possible to hold: automatic Guard Impact against vertical attacks from below. If opponent is hit in the air, he will be thrust up into the air again
	Falling Fooi	During Mantis Crawl ⇨ or ⇦ (move towards a wall)	M	28	While touching a wall (feet forward) character stands with back to opponent
	Mantis Fire Dance	During Mantis Crawl ⇨⇨	L	25	With feet forward: no hit possible
	Fool Ritual Fire Dance	During Mantis Crawl ⇨⇨B+K	L, M	25, 17	With feet forward: no first hit possible
	Superwyrm	During Mantis Crawl (head forward) ⇧ or ⇩A or B	A is L, B is M	A: 15 / B: 25	Possible to repeat three times (e.g. B.A.B or B.B.B or A.B.A). Character lies on the ground
	Scorpion Kick	During Mantis Crawl (head forward) ⇧ or ⇩K. During Superwyrm K	H	34	-
	Gravestone Cleaver	During Mantis Crawl (head forward) B+K. During Superwyrm B+K	M, U	60	-

	Special Move	Entry	Attack level	Damage	Notes
Mantis Crawl	Superwyrm Escape	During Mantis Crawl (feet forward) ⇧ or ⇩A or B	A is L, B is M	25	Possible to repeat three times (e.g. B.A.B or B.B.B). Character lies on the ground
	Twisted Salute	During Mantis Crawl (feet forward) ⇧ or ⇩A. During Superwyrm Escape A	M, M	31, 55	-
	Blind Drop	During Mantis Crawl (feet forward) ⇧ or ⇩K. During Superwyrm Escape K. During Mantis Crawl (head forward) K	M	25, 30	Shifts to Blind Stance position.
Caliostro Rush / Rat Chaser	Caliostro Rush	⇩⇘⇨	SP	-	Takes up low position and takes small step forward. ↙ to go backward, ↘ to go forward
	Katar Slap	During Caliostro Rush A.A	H, M	20, 20	If second attack hits as a Counterattack: keel over
	Slap Blind Claw	During Caliostro Rush A.⇘A	H, M	20, 38	-
	Blind Slap	During Caliostro Rush A.⇦A	H, M	20, 20	Shifts to Blind Stance position. If second attack hits as a Counterattack: keel over
	Blind Slap Spin	During Caliostro Rush A.⇦A.A	H, M, H	20, 20, 26	If second attack hits as a Counterattack: keel over. Delay of third attack possible
	Mad Shredder	During Caliostro Rush B.B.B	M, M, M	43, 20, 35	B.**B** to shift to Mantis Crawl position (feet forward)
	Rat Slaughter Kick	During Caliostro Rush K	L	30	Character lies on the ground
	Snake Eater	During Caliostro Rush A+B	L	27	As a Counterattack: flattened
	Lunging Rat Bounce	During Caliostro Rush B+K	M	22	⇩⇘⇨**B**+**K** to shift to Mantis Crawl position (feet forward)
	Life Sucker	During Caliostro Rush A+G	Throw	58	**A**+**G** to increase jump distance. Escape with A
	Centipede Nightmare	During Caliostro Rush B+G	Throw	58	**B**+**G** to increase jump distance. Shifts to Mantis Crawl position (feet forward). Escape with B
8 Way Run	Elegant Claw	→A	H	25	-
	Demon Elbow	→B	M	50	-
	Sliding	→K	L	28	-
	Gate Opener	→A+B	M, M	25, 20	If second attack hits as a Counterattack: automatic shift to Super Freak
	Gate Prier	→A+B.K	M, M	25, 29	-
	Caliostro Rush	→B+K	SP	-	Shifts to Caliostro Rush position
	Silent Embrace	↗A	H	32	As a Counterattack: cave in
	Demon Elbow	↗B	M	50	SC2: Guard Break. Opponent doesn't fly as far as with →B
	Demon Tail	↗K	H	45	-
	Gate Opener	↗A+B	M, M	25, 20	If second attack hits as a Counterattack: automatic shift to Super Freak
	Gate Prier	↗A+B.K	M, M	25, 29	-
	Caliostro Rush	↗B+K	SP	-	Shifts to Caliostro Rush position
	Silent Embrace	↘A	H	32	As a Counterattack: cave in
	Demon Elbow	↘B	M	50	SC2: Guard Break. Opponent doesn't fly as far as with →B
	Demon Tail	↘K	H	45	-
	Gate Opener	↘A+B	M, M	25, 20	If second attack hits as a Counterattack, automatic shift to Super Freak
	Gate Prier	↘A+B.K	M, M	25, 29	-
	Caliostro Rush	↘B+K	SP	-	Shifts to Caliostro Rush position
	Blind Blade	↑A	M	38	-
	Despair	↑B	M, M	20, 20, 14	First attack only hits opponent lying on the ground
	Mute Low Kick	↑K	L	24	As a Counterattack: floored
	Mystery Dance	↑A+B	SP	-	Shifts to Blind Stance position, then back to basic position. Cancel with G
	Caliostro Rush	↑B+K	SP	-	Shifts to Caliostro Rush position
	Blind Blade	↓A	M	38	-
	Despair	↓B	M, M	20, 20, 14	First attack only hits opponent lying on ground
	Mute Low Kick	↓K	L	24	As a Counterattack: floored
	Mystery Dance	↓A+B	SP	-	Shifts to Blind Stance position then back to basic position. Cancel with G
	Caliostro Rush	↓B+K	SP	-	Shifts to Caliostro Rush position
	Lunatic Doll	↖A	M	27	-
	Hell Scarecrow	↖B.A.A	M, M, H	25, 16, 26	↖B.A to shift to Blind Stance position
	Demon Pheromone	↖**B**	M, U	40	Cancel with G. If attack hits, three further low attacks follow
	Scorpion Tail	↖K	M	25	Shifts to Blind Stance position. ↖K⇨ to avoid shift
	Guillotine Scissors Alternate	↖A+B	M	40	-
	Running with Scissors	↖**A**+**B**	M(M, M)	40, 20, 20	Number of attacks depends on how long you press the buttons
	Caliostro Rush	↖B+K	SP	-	Shifts to Caliostro Rush position
	Lunatic Doll	↙A	M	27	-

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS
ASTAROTH
CASSANDRA
CERVANTES
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
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TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG
ASSASSIN
BERSERKER
LIZARDMAN

	Special Move	Entry	Attack level	Damage	Notes
8 Way Run	Hell Scarecrow	↙B.A.A	M, M, H	25, 16, 26	↙B.A to shift to Blind Stance position
	Demon Pheromone	↙**B**	M, U	40	Cancel with G. If attack hits, then three further low attacks will follow
	Scorpion Tail	↙K	M	25	Shifts to Blind Stance position. ↙K⇨ to avoid shift
	Guillotine Scissors Alternate	↙A+B	M	40	-
	Running with Scissors	↙**A+B**	M (M, M)	40, 20, 20	Number of attacks depends on how long you press the buttons
	Caliostro Rush	↙B+K	SP	-	Shifts to Caliostro Rush position
	Lunatic Doll	←A	M	27	-
	Hell Scarecrow	←B.A.A	M, M, H	25, 16, 26	←B.A to shift to Blind Stance position
	Demon Pheromone	←**B**	M, U	40	Cancel with G. If attack hits, three further low attacks will follow
	Lunatic Flip	←K	M	24	Character lies on the ground
	Guillotine Scissors Alternate	←A+B	M	40	-
	Running with Scissors	←**A+B**	M (M, M)	40, 20, 20	Number of attacks depends on how long you press the buttons
	Caliostro Rush	←B+K	SP	-	Shifts to Caliostro Rush position
Throws	Spinning Umbrella	A+G	Throw	50	Escape with A
	Catacomb Throw	B+G	Throw	50	Escape with B
	Fool's Inquest	On opponent's left A+G or B+G	Throw	60	Escape with A or B depending on which Throw is entered
	Bush Whacker	On opponent's right A+G or B+G	Throw	60	Escape with A or B depending on which Throw is entered
	Sadistic Cross	Behind opponent A+G or B+G	Throw	72F	No escape possible (except for Voldo and Astaroth)
	Bloody Drill	K+G	Throw	75	Escape with A
	Blind Ownership	During Blind Stance B+G	Turn Throw	50	Escape with B
	Grave Robber	Opponent on the ground ↙**B**	Ground throw	26	No escape possible
Wall Jump	Puppet Gear	During Wall Jump A	L	28	-
	Puppet Blind Gore	During Wall Jump B	M	23	-
	Puppet Drop Kick	During Wall Jump K	L	36	Character lies on the ground

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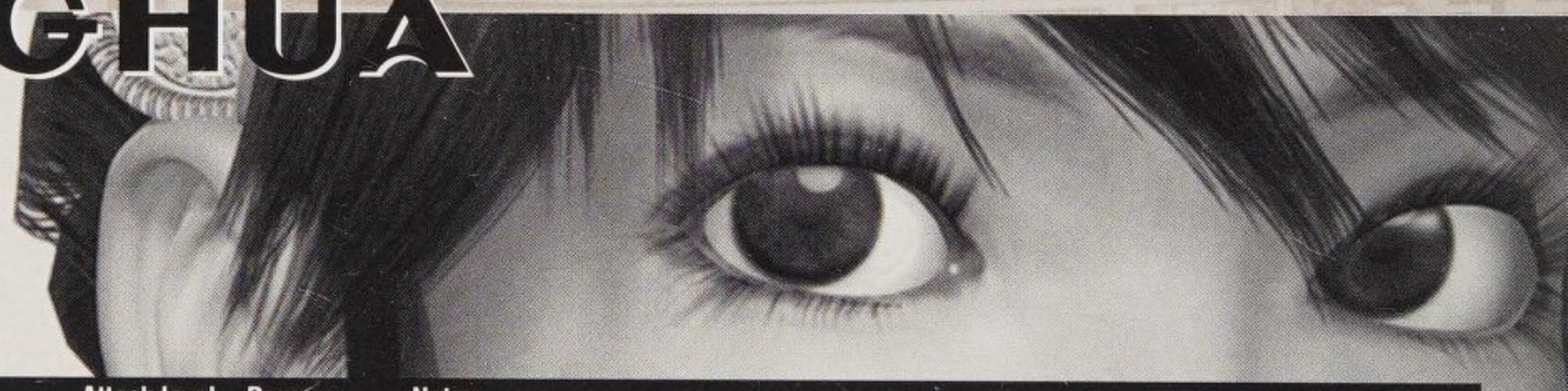


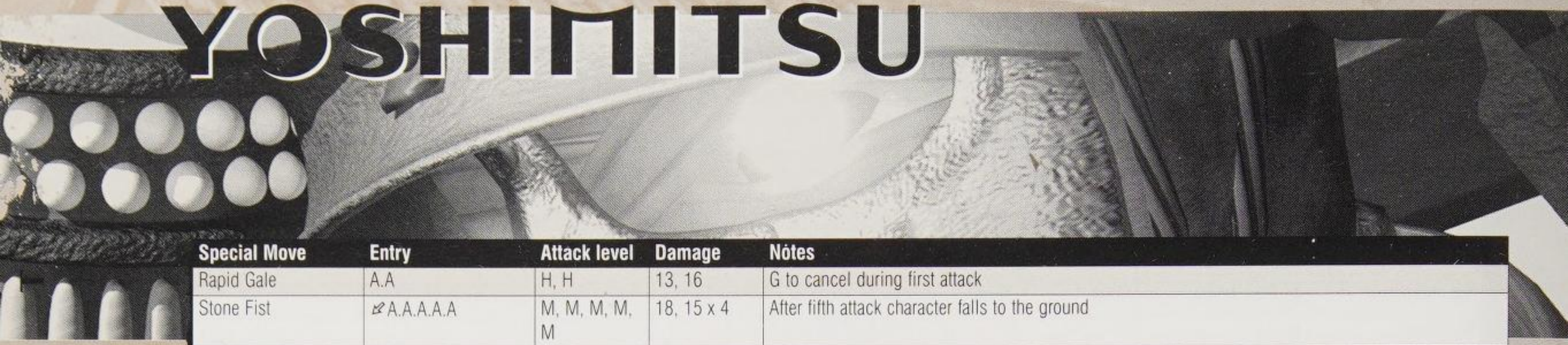
Special Move	Entry	Attack level	Damage	Notes
Beautiful Rhythm	A.A.B	H, H, M	12, 15, 20	G to cancel during first attack. A.A⇧ or ⇩ (Delay possible) to shift to Bea Her Hua position
Lian Hua Twist Left	aB	M	34	-
Feng Yun Feint	aK.B	M, M, L	15, 18, 28	aK⇧ or ⇩B to attack during sidesteps. If second attack hits as a Counterattack: flies up in the air
Double Feng Yun	aK.K	M, M, M	15, 18, 25	If second attack hits as a Counterattack: nose-dive
Tzao Lan Hua Rhythm	A.A⇦B.B	H, H, M, M, M	12, 15, 15, 16, 25	During fourth attack possible to cancel with G
False Tzao Lan Hua Rhythm	A.A⇦B.B.B	H, H, M, M, H	12, 15, 15, 16, 37	-
Cross Lian Hua	⇨A	H	23	As a Counterattack: spin 180°
Angry Shui Shian	↘A.K	L, H	30, 22	During second attack possible to cancel with G as well as Delay
Rhythm Halt	⇩A	SM	13	-
Storming Lian Hua	⇦A	M	26	-
Chai Hua	↙A	L	24	-
Striking Lian Hua	⇨⇨A	H	30	-
Lan Hua Slice	⇦⇦A	M	26	-
Lan Hua	⇦⇦**A**	M, H	26, 22	-
Elegant Rhythm	B.B	M, M	16, 20	G to cancel during first attack
Sweet Harmony	bA.A	M, M	32, 20	The first attack has an automatic Guard Impact against horizontal high attacks. Delay of second attack is possible. If second attack hits as a Counterattack: spin 180°
False Mirror	bK.B	M, M, M	17, 13, 28	-
False Mirror Feint	bK.B.B	M, M, L	17, 13, 38	-
Advancing Rhythm	⇨B.A	H, M	20, 20	Delay of second attack is possible
Deadly Rhythm	⇨B.B	H, L	20, 27	Delay of second attack is possible
Lian Hua Upper	↘B	M	25	-
Rhythm Break	⇩B	M	18	-
Tzao Lan Hua	⇦B.B	M, M, M	16, 16, 25	G to cancel during second attack

Special Move	Entry	Attack level	Damage	Notes
Tzao Lan Hua Dance	⇦B.B.A	M, M, H	16, 16, 25	-
Tzao Lan Hua Feint	⇦B.B.B	M, M, H	16, 16, 37	-
Playful Rhythm	⇨⇨B.B	M, M	25, 35	-
~Laughing Bea Her Hua	⇨HB⇦ or ⇨⇨B.B⇦	-	-	Automatic Guard Impact against vertical high and mid attacks
Vengeful Lian Hua	⇦⇦B	M	40	As a Counterattack: cave in
~Laughing Bea Her Hua	⇦⇦B⇦	-	-	Automatic Guard Impact against vertical high and mid attacks
Shan Ji	⇙B.A	M, L	25, 25	Delay of second attack possible. G to cancel during second attack
Shan Ji Illusion	⇙B maximum delay A	M, M	25, 38	G to cancel during second attack
Yuen Kick	K	H	12	Cancel with G
Mei Hua Circle	kB.B or kB⇧B	M, M	25, 30	If second attack hits as a Counterattack: opponent flies up in the air. If character is on the right: kB⇩B
Heh Kick	⇨K	H	26	-
Sheau Shan Kick	⇘K	M	17	-
Woan Shyong Nibble	⇩K	L	12	-
Shan Kick	⇦K	H	18	-
Circle Breaker	⇙K	L	20	As a Counterattack: plunge
Circle Breaker Feint Divide	⇙kA.A.B	M, M, M, L	27, 15, 18, 28	⇙kA.A⇧ or ⇩B to attack during sidestep
Circle Breaker Feint Double Feng Yun	⇙kA.A.K	M, M, M, M	27, 15, 18, 25	If third attack hits as a Counterattack: flies up in the air
Woan Shyong Combo	⇨⇨K.B	M, M	24, 45	G to cancel during second attack. ⇨⇨K.B⇧ or ⇩ to shift to Bea Her Hua
Ta	⇦⇦K	M	32	-
Great Wall Step	Close to a wall ⇖**K**	M	30	-
Muu Jiann	A+B	M, M	20, 35	Possible to hold, at maximum: Guard Break. In SC3: unblockable, damage 20, 50
Muu Jiann Advance	⇨A+B	M, M	19, 19	If second attack hits as a Counterattack: collapse
Great Wall	⇨⇨A+B	M	45	-
Lian Hua Cannon	⇘A+B	M	38	In SC2: Guard Break
Yann Divide	⇩A+B	L	25	-
Reverse Shui Shian	⇙A+B	M	24	⇙**A+B** gives a low attack and allows character to crouch. G for cancel allows character to lie on the ground. As a Counterattack: cave in
Muu Jiann Retreat	⇦A+B	M, M	27, 35	Automatic Guard Impact against horizontal high and mid attacks
Ma Chiueh	⇦⇦A+B	H	30	As a Counterattack: keel over
Guei	Lying on the ground A+B	L	12	-
Twin Mei Hua	B+K	M, M	23, 34	-
Waterfall	⇨B+K	M	45	Cancel with G. In SC2: Guard Break. ⇨B+K⇧ or ⇩ to shift to Bea Her Hua position
Advancing Bea Her Hua	⇨⇨B+K	SP	-	Automatic Guard Impact against horizontal high attacks
Lower Great Wall	⇘B+K	M	40	In SC3: unblockable
Quake Step	⇩B+K	M	43	Cancel with G. Guard Break
Hwu Dye	⇙B+K	M	28	-
Muu Ling	⇦B+K	M, U	65	Cancel with G
Retreating Bea Her Hua	⇦⇦B+K	SP	-	Automatic Guard Impact against vertical high and mid attacks
Lian Hua Kicks	⇩A+K.K	L, M, M	35, 15, 20	-
Lian Hua Sweeps	⇩A+K⇩K	L, L	35, 30	-
Chai Hua Slice	While crouching A	SM	13	-
Rhythm Break	While crouching B	M	18	-
Shiang Gyh Kwei Feint	While crouching bA	L	28	Cancel with G
Mei Guei Hua	While crouching ⇘B	M	37	-
Mei Guei Hue Feint	While crouching ⇘bB	L	38	-
Woan Shyong Nibble	While crouching K	L	12	-
Mei Hua Dance	While crouching A+B.A	L, H, H	17, 15, 25	-
Mei Hua Divide	While crouching A+B.B	L, H, H	17, 15, 37	-
Mei Hua Carve	While crouching A+B⇩B	L, H, L	17, 15, 25	-
Muu Jiann Rhythm	While getting up A.A	M, M	18, 16	-
Shiang Ryh Kwei	While getting up B	M, M	28, 18	-
Shiang Gyh Kwei Feint	While getting up bA	L	28	Cancel with G
Rising Shui Shian	While getting up K	L, M	24, 24	While getting close to a wall, **K** for another mid attack(damage 30). First attack only hits opponent lying on the ground
Mei Hua Dance	While getting up A+B.A	L, H, H	17, 15, 25	-
Mei Hua Divide	While getting up A+B.B	L, H, H	17, 15, 37	-
Mei Hua Carve	While getting up A+B⇩B	L, H, L	17, 15, 25	-

Special Move	Entry	Attack level	Damage	Notes
Muu Jiann Rhythm	While getting up A.A	M, M	18, 16	-
Shiang Ryh Kwei	While getting up B	M, M	28, 18	-
Shiang Gyh Kwei Feint	While getting up bA	L	28	Cancel with G
Rising Shui Shian	While getting up K	L, M	24, 24	While getting close to a wall **K** for another mid attack(damage 30). First attack only hits opponent lying on the ground
Mei Hua Dance	While getting up A+B.A	L, H, H	17, 15, 25	-
Mei Hua Divide	While getting up A+B.B	L, H, H	17, 15, 37	-
Mei Hua Carve	While getting up A+B⇩B	L, H, L	17, 15, 25	-
Spinning Jiann Slice	Back facing opponent A	H	22	-
Spinning Hua Bann	Back facing opponent B	M	30	-
Spinning Yuen Kick	Back facing opponent K	M	20	-
Spinning Rhythm Halt	While crouching and back facing opponent A	L	14	-
Spinning Rhythm Break	While crouching and back facing opponent B	M	23	-
Spinning Woan Shyong Nibble	While crouching and back facing opponent K	L	13	-
Sparrow Spin Blade	Jump A	H	31	-
Sparrow Flutter Blade	Jump B	M	26	-
Mei Hua Circle	Jump K.B or Jump K⇩B	M, M	22, 30	If second attack hits as a Counterattack: opponent flies up in the air. If the player is on the right: Jump K⇧B
Lower Jiann Slice	Jump (delayed) A	L	15	-
Flying Shiang Ryh Kwei	Jump (delayed) B	M, M	28, 18	-
Rolling Woan Shyong Nibble	Jump (delayed) K	L	24	-
Hou Lee				
Hou Lee	A+K	SP	-	**A+K** to increase number of spins and distance
Lower Great Wall	1st spin by Hou Lee B	M	48	In SC2: Guard Break. In SC3: unblockable
Lower Great Wall Punishment	2nd spin by Hou Lee B	M	60	Guard Break. In SC3: unblockable
Bea Her Hua				
Bea Her Hua	-	SP	-	Automatic Guard Impact against high and mid attacks
Swallow Blade	During Bea Her Hua A	H	25	-
Rhythm Blade	During Bea Her Hua B	H	37	-
8 Way Run				
Cross Lian Hun	→A	H	30	-
Playful Rhythm	→B.B	M, M	25, 35	-
~Laughing Bea Her Hua	→B⇦ or →B.B⇦	~SP	-	Automatic Guard Impact against vertical high and mid attacks
Sliding	→K	L	28	-
Great Wall	→A+B	M	45	-
Advancing Bea Her Hua	→B+K	SP	-	Automatic Guard Impact against horizontal high attacks
Hou Lee	→A+K	SP	-	Shifts to Hou Lee position
Li	↗A	M	35	As a Counterattack: stagger
San Jaan	↗B	M, M, M	26, 20, 20	Cancel with G
Swallow's Blade	↗K.A	H, H	20, 25	-
~Bea Her Hua	↗K.A.B+K	~SP	-	Automatic Guard Impact against horizontal high attacks
Ma Chiueh	↗A+B	H	30	As a Counterattack: cave in
Bea Her Hua	↗B+K	SP	-	Shifts to Bea Her Hua position
Hou Lee	↗A+K	SP	-	Shifts to Hou Lee position
Li	↘A	M	35	As a Counterattack: stagger
San Jaan	↘B	M, M, M	26, 20, 20	Cancel with G
Swallow's Blade	↘K.A		20, 25	-
~Bea Her Hua	↘K.A.B+K	~SP	-	Automatic Guard Impact against high and mid attacks
Ma Chiueh	↘A+B	H	30	As a Counterattack: cave in
Bea Her Hua	↘B+K	SP	-	Shifts to Retreating Bea Her Hua position
Hou Lee	↘A+K	SP	-	Shifts to Hou Lee position
Spinning Lian Hua	↑A	M, M	18, 18	-
Playful Slice	↑B	M	30	If attack is executed with a delay, opponent doesn't fall over (damage 25)

	Special Move	Entry	Attack level	Damage	Notes
8 Way Run	Mei Hua Circle	↑K.B or ↑K⇩B	M, M	25, 30	↑K⇩B+K to shift to Bea Her Hua position. If player is on the right: ↑K⇧B
	Ma Chiueh	↑A+B	H	30	As a Counterattack: cave in
	Bea Her Hua	↑B+K	SP	-	Shifts to Bea Her Hua position
	Hou Lee	↑A+K	SP	-	Shifts to Hou Lee position
	Spinning Lian Hua	↓A	M, M	18, 18	-
	Playful Slice	↓B	M	30	If attack is executed with a delay, opponent doesn't fall over (damage 25)
	Mei Hua Circle	↓K.B or ↓K⇩B	M, M	25, 30	↓K⇩B+K to shift to Bea Her Hua position. If player is on the right: ↓K⇩B
	Ma Chiueh	↓A+B	H	30	As a Counterattack: cave in
	Bea Her Hua	↓B+K	SP	-	Shifts to Bea Her Hua position
	Hou Lee	↓A+K	SP	-	Shifts to Hou Lee position
	Ing Hua	↖A	H	36	-
	Vengeful Lian Hua	↖B	M	40	As a Counterattack: cave in
	~Laughing Bea Her Hua	↖B⇦	~SP	-	Automatic Guard Impact against vertical high and mid attacks
	Circle Breaker	↖K	L	20	As a Counterattack: plunge
	Circle Breaker Feint Divide	↖kA.A.B	M, M, M, L	27, 15, 18, 28	kA.A⇧ or ⇩B to attack during sidestep. If third attack hits as a Counterattack: flies away
	Circle Breaker Feint Double Feng Yun	↖kA.A.K	M, M, M, M	27, 15, 18, 25	If third attack hits as a Counterattack: flies away
	Ma Chiueh	↖A+B	H	30	As a Counterattack: cave in
	Bea Her Hua	↖B+K	SP	-	Shifts to Bea Her Hua position
	Hou Lee	↖A+K	SP	-	Shifts to Hou Lee position
	Ing Hua	↙A	H	36	-
	Vengeful Lian Hua	↙B	M	40	As a Counterattack: cave in
	~Laughing Bea Her Hua	↙B⇦	~SP	-	Automatic Guard Impact against vertical high and mid attacks
	Circle Breaker	↙ while running K	L	20	As a Counterattack: plunge
	Circle Breaker Feint Divide	↙ while running kA.A.B	M, M, M, L	27, 15, 18, 28	kA.A⇧ or ⇩B to attack during sidestep. If third attack hits as a Counterattack: flies away
	Circle Breaker Feint Double Feng Yun	↙ while running kA.A.K	M, M, M, M	27, 15, 18, 25	If third attack hits as a Counterattack: flies away
	Ma Chiueh	↙A+B	H	30	As a Counterattack: cave in
	Bea Her Hua	↙B+K	SP	-	Shifts to Bea Her Hua position
	Hou Lee	↙A+K	SP	-	Shifts to Hou Lee position
	Lan Hua Slice	←A	M	26	-
	Lan Hua	←**A**	M, H	26, 22	-
	Vengeful Lian Hua	←B	M	40	-
	~Laughing Bea Her Hua	←B⇦	~SP	-	Automatic Guard Impact against vertical high and mid attacks
	Ta	←K	M	32	-
	Ma Chiueh	←A+B	H	30	As a Counterattack: cave in
	Bea Her Hua	←B+K	SP	-	Automatic Guard Impact against vertical high and mid attacks
	Hou Lee	←A+K	SP	-	Shifts to Hou Lee position
Throws	Yuen Chuei Shaur	A+G	Throw	55	Escape with A
	Long Ling Sheang	B+G	Throw	55	Escape with B
	Tien E Sheang	On the opponent's left A+G or B+G	Throw	62	Escape with A or B depending on which Throw is entered
	Yng Dyi Yann	On the opponent's right A+G or B+G	Throw	55	Escape with A or B depending on which Throw is entered
	Yuh Luen Shaur	Behind opponent A+G or B+G	Throw	65	No escape possible (except for Voldo and Astaroth)
	Wind Chime	⇩↙⇦B+G	Throw	38	Escape with B. After Throw: SC2. If opponent escapes: SC1
Wall Jump	Lower Jiann Slice	During Wall Jump A	L	15	-
	Flying Shiang Ryh Kwei	During Wall Jump B	M, M	18, 18	-
	Rolling Woan Shyong Nibble	During Wall Jump K	L	24	-

YOSHIMITSU



Special Move	Entry	Attack level	Damage	Notes
Rapid Gale	A.A	H, H	13, 16	G to cancel during first attack
Stone Fist	⇙A.A.A.A.A	M, M, M, M, M	18, 15 x 4	After fifth attack character falls to the ground
Parting Grass	⇩A	SM	13	-
Hording Wealth	⇘A.B	M, M	23, 23	Delay of second attack possible: damage 25
Stone Backhands	⇦A.A.A.A.A	H, H, H, H, H	18, 15 x 4	After fifth attack, character falls to the ground
Mouthless	⇦⇦A	M	28	As a Counterattack: flies away
Gale	⇨A	H	16	-
Flagstaff	⇨⇨A	M	30	-
Sword Sweep	⇩⇙⇦A	L	38	-
Rapid Grace	B.B	M, M	17, 19	G to cancel during first attack
Ninja Blade Rush	bA	M	20	As a Counterattack (at close range): Attack Throw is carried out automatically, damage 45
Death Slash	⇙B	M	25	Possible to hold. If short: damage 32. If longer: unblockable and damage 45. At maximum: unblockable and damage 70
Autumn Drizzle	⇩B	M	18	-
Manji Carve Fist	⇩bA	SM	13	-
Clansmen	⇘B	M	25	Possible to hold, at maximum: damage 31. As a Counterattack: flying impact
Sleet	⇦B	M	35	Guard Break
Sword Spirit Mid	⇨B	M	24	As a Counterattack: opponent is thrust further away
Sword Spirit Lower	⇨B⇩	L	22	By entering quickly: floored, damage 26
Sword Spirit Upper	⇨B⇧	H	30	As a Counterattack: opponent is thrust further away
Firmiana Branch	⇨⇨B	M	25	When hit from a long way off: opponent doesn't fly
Firmiana Solar Kick	⇨⇨B.B+K	M, M	25, 28	If B+K is entered prior to first attack the attack is not carried out. ⇨⇨B.**B**+**K** to turn your back on opponent
Firmiana Shark Attack	⇨⇨B.B+K.A+B	M, M, H	25, 28, 30	-
Firmiana Shark Attack Combo	⇨⇨B.B+K.A+B.K	M, M, H, M	25, 28, 30, 25	-
Firmiana Deathcopter	⇨⇨B.B+K.⇨**A**+**B**	M, M, H, M, U	25, 28, 30, 70	⇨⇨B.B+K.⇨**A**+**B**.⇦ or ⇩ to change range of fourth attack
Sword Impale	⇦⇦B	M, U	110	Cancel with G
Spinning Sword	⇦⇦bA	M, U	24 x 7	Cancel with G
Helm Splitter	⇦⇦bB	H	27	Delay possible. As a Counterattack: cave in
Moon Sault Slayer	⇩⇘⇨B	M, U	18, 48	-
Triple Spin Kick	K.K.K	H, H, H	15, 19, 26	G to cancel during first attack
Kangaroo Kick	⇙K	M	35	-
Sweep Kick	⇩K	L	12	-
Mid Kick	⇘K	M	20	-
Bullet Cutter	⇦K.B	M, M	26, 39	Possible to hold. If short: damage 32. If longer: unblockable and damage 45. At maximum: unblockable and damage 70
Zig	⇨K	H	47	-
Zig-Zag	⇨K.K	H, M	47, 50	-
Double Zig	⇨K⇩K	H, L	47, 22	-
Knee Bash	⇨⇨K	M	32	-
Sword Pogo	A+B	SP	-	Shifts to Sword Pogo position
Digging Spirit	⇩A+B	M	30	Possible to hold, at maximum: Guard Break and opponent flies up in the air. ⇩A+B.A to shift to Sword Pogo position
Digging Cyclone	⇩A+B.B	M, M	30, 15	If second attack hits as a Counterattack: pitch over
Back Hand	⇨A+B	H	18	⇨**A**+**B** to shift to Claiming Soul position
Deathcopter	⇗A+B	M, U	70	-
Deathcopter Attack	During Deathcopter ⇩	M, U	43/52	Damage depends on time in the air
Deathcopter Trick	During Deathcopter ⇦	M, U	60	-
Sudare Wheel	⇧ or ⇖A+B	M	30	Guard Break. In SC3: unblockable
Crying Spirit Sword	⇨⇨A+B	M	54	Cancel with G. In SC3: unblockable. Cancel with ⇨⇨A+B.A and shifts to Sword Pogo position. Cancel with ⇨⇨A+B.B and shifts to Meditation position
Crying Spirit Sword to Death	⇨⇨A+B⇩B	L	28	First attack is a feint and is aborted, second attack is a hit
Meditation	B+K	SP	-	Shifts to Meditation position
Cyclone Lift	⇙B+K	M	15	If second attack hits as a Counterattack: pitch over
Circium	⇘B+K	M	32	As a Counterattack: bounce off ground
Spinning Evade	⇦B+K	SP	-	B or K increases number of spins: damage per spin 13. Reduces energy level. Following shifts to other positions are possible: With A: Sword Pogo position. With ⇩B: Meditation position. With ⇗A+B: Deathcopter position. With ⇙B+K: Cyclone Lift position. With ⇘B+K: Circulum position. With ⇩A+B: Digging Spirit position. Cancel with A+B+K and finally Soul Charge
Ninja Sun Flare	⇦⇦B+K	M	44	Cancel with G. ⇦⇦B+K.A to shift to Sword Pogo position. ⇦⇦B+K.B to shift to Meditation position

Special Move	Entry	Attack level	Damage	Notes
Door Knocker	⇨B+K.B.B.B	M, H, H, M	22, 16, 16, 31	Delay of second, third and fourth attack possible. Possible to hold fourth attack
Poison Wind	⇗B+K	M	22	⇗B+K⇦ to take a step back after hit. Following shifts to other positions are possible: With ⇗B+KA: Sword Pogo position. With ⇗B+KB: Meditation position.With ⇗B+**K**⇙B: Cyclone Lift position.With ⇗B+**K**⇘B: Circulum position. ⇗B+**K**.**A**B to cancel and finally Soul Charge
Steel Wind	⇗B+K.K	M, M	22	Delay of second attack possible. ⇗B+K.K⇦ to take a step back after hit. Following shifts to other positions are possible: With ⇗B+K,K,A: Sword Pogo position. With ⇗B+K.K.B: Meditation position. With ⇗B+K.K, ⇩A+B: Digging Spirit position. With ⇗B+K.**K**, ⇙B: Cyclone Lift position. With ⇗B+K.**K**, ⇘B: Circulum position. With ⇗B+K.K, ⇨B+K.B.B.B: Door Knocker position. With ⇗B+K.K, ⇦B+K: Spinning Evade position. With ⇗B+K.K, ⇗A+B: Deathcopter position. With ⇗B+K.K, ⇖A+B: Sudare Wheel position. Cancel with ⇗B+K.K, A+B+K and finally Soul Charge
Solar Kick	⇨⇨B+K	M	35	⇨⇨**B**+**K** to turn your back on opponent
Shark Attack	⇨⇨B+K.A+B	M, H	35, 30	-
Shark Attack Combo	⇨⇨B+K.A+B.K	M, H, M	35, 30, 25	-
Shark Deathcopter	⇨⇨B+K.⇨**A**+**B**	M, H~M, U	35, 30, 70	⇨⇨B.B+K.H**A**+**B**.⇦ or ⇩ to change distance of fourth attack
Meditation	On his back on the ground B+K	SP	-	Shifts to Meditation position
Yoshimitsu Flash	A+K	M	23	Automatic Guard Impact against high and mid attacks. In SC3: unblockable
Fake Turning Suicide	⇨⇨A+K	SP	-	⇨⇨A+K.A to shift to Sword Pogo position
Turning Suicide	⇨⇨**A**+**K**	M, U	122	Absorbs energy level: damage 110
Standing Suicide	⇩A+K	M, U	103	Absorbs energy level: damage 90
Manji Blood Petals	During Turning Suicide or Standing Suicide A.A.A.A	M, U x4	20 x 4	Absorbs energy level: damage 20 (for each round)
Parting Grass	While crouching A	SM	15	-
Snowflake	While crouching B	M	18	-
Heretic Sword	While crouching ⇘B	M	35	As a Counterattack: falls back
Torrent	While crouching K	L	12	-
Spinning Low Kick	While crouching ⇙K.K.K.K.K	L, L, L, L, L, L	14, 11 x 5	After fifth attack character falls to the ground
Lunging Sweep	While crouching ⇘K	L	22	-
Circium	While crouching ⇘B+K	M	32	-
Sunflower	While getting up A	M	35	-
Tangled Blade	While getting up B	M	25	-
Hayabusa	While getting up K	M	28	-
Reverse Splinter Gale	Back facing opponent A	H	18	With a hit: spin 180°
Reverse Drizzle	Back facing opponent B	M	35	-
Reverse Koragashi	Back facing opponent K	H	23	-
Reverse Grass Part	While crouching and back facing opponent A	L	15	-
Reverse Snowflake	While crouching and back facing Opponent B	M	26	-
Reverse Dust Banishment	While crouching and back facing opponent K	L	15	-
Demon Reave	Jump A	H	35	-
Quarter Moon	Jump B	M	30	-
Manji Jump Kick	Jump K	M	30	-
Demon Ravage	Jump (delayed) A	L	25	-
New Moon	Jump (delayed) B	M	42	-
Sleet	Jump (delayed) K	M	25	-
Iron-Fist Possession	K+G or ⇦K+G	-	-	This is not, strictly, a single attack, since it automatically results in 13 different attacks. The choice is always random and depends on Soul Charge level
Slap	By chance	H	17	At random after Iron Fist-Possession with entry K+G or ⇦K+G. Frequently in SC1. A for a further high attack: damage 17, 22
Greetings	By chance	M, U	0	At random after Iron Fist-Possession with entry K+G or ⇦K+G. Very frequently if no Soul Charge. Cancel with G
Flop	By chance	SP	-	At random after Iron Fist-Possession with entry K+G or ⇦K+G. Very frequently if no Soul Charge. An embarrassing miss, not a hit
Drunken Master Walk	By chance	SP	-	At random after Iron Fist-Possession with entry K+G or ⇦K+G. Frequently in SC1. The character evades attacks. If he evades vertical attacks or thrust attacks, Spinning Evade is automatically carried out. If the character evades a horizontal mid attack, Deathcopter is automatically carried out
NG Somersault	By chance	SP	25, 30	At random after Iron Fist-Possession with entry K+G or ⇦K+G. Frequently in SC1. ⇧A+B+K to attack mid, mid. After this attack further attacks are possible, which are randomly selected. See Deadly Boomerang to Stone Breaker
Force	By chance	M, U	0	At random after Iron Fist-Possession with entry K+G or ⇦K+G. Frequently in SC2
Blazing Kick	By chance	M	22	At random after Iron Fist-Possession with entry K+G or ⇦K+G. Frequently in SC2
Stone Breaker	By chance	M	20	At random after Iron Fist-Possession with entry K+G or ⇦K+G. Frequently in SC2

Iron-Fist Possession

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS
ASTAROTH
CASSANDRA
CERVANTES
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG
ASSASSIN
BERSERKER
LIZARDMAN

	Special Move	Entry	Attack level	Damage	Notes
Iron-Fist Possession	Deadly Boomerang	By chance	H	45	At random after Iron Fist-Possession with entry K+G or ⇦K+G. Frequently in SC3
	Heaven Divide	By chance	M, U	38	At random after Iron Fist-Possession with entry K+G or ⇦K+G. Frequently in SC3
	Burning Knuckle	By chance	M, U	45	At random after Iron Fist-Possession with entry K+G or ⇦K+G. Frequently in SC3
	Lightning Uppercut	By chance	M, U	33	At random after Iron Fist-Possession with entry K+G or ⇦K+G. Very seldom. Possible to hold, at maximum: damage 55
	Shadow Step	By chance	SP	-	At random after Iron Fist-Possession with entry K+G or ⇦K+G. Very seldom
Sword Pogo	Sword Pogo	A+B	SP	-	Cancel with G
	Rolling Spark	During Sword Pogo A	L	32	-
	Pogo Hop	During Sword Pogo B	M	35	Use analog stick to move. Possible to hold, at maximum: damage 45
	Pogo Hop	During Sword Pogo ⇦ or ⇨ or ⇧ or ⇩	M	38	In SC3: unblockable
	Kangaroo Kick	During Sword Pogo K	M	33	-
	Pogo Rush	During Sword Pogo ⇨A+B	L, L, L	16 x 3	→A+B to increase the range of moves
	Skull Spiltter	During Sword Pogo A+B	H	22	Possible to hold, at maximum: Guard Break. In SC1: damage 30. As a Counterattack: opponent flies up in the air
	Meditation	During Sword Pogo B+K	SP	-	Shifts to Meditation position
Meditation	Meditation	B+K	SP	-	Cancel with G. Restores energy level
	Warp	During Meditation ⇦ or ⇨	SP	-	If attack is carried out close to opponent, Yoshimitsu is teleported behind the opponent
	Warp Rolling Shark	During Meditation A	L	32	-
	Warp Moon Slayer	During Meditation B	M, U	30	-
	Warp Kangaroo Kick	During Meditation K	M	35	-
	Warp Shark Attack	During Meditation A+B.K	H, M	30, 25	-
	Deathcopter	During Meditation **A+B**⇨	H~M, U	30, 70	-
	Sword Pogo	During Meditation ⇧	SP	-	Shifts to Sword Pogo position
8 Way Run	Flagstaff	→A	M	30	-
	Firmiana Branch	→B	M	25	With a hit from a long way off: opponent doesn't fly
	Solar Kick	→B.B+K	M, M	25, 28	If B+K is entered prior to first attack hit, first attack is not carried out. →B.**B+K** to turn your back on opponent
	Shark Attack	→B.B+K.A+B	M, M, H	25, 28, 30	→ or ↗ or ↘B,B+K, ⇨**A+B** to shift to Deathcopter position
	Shark Attack Combo	→B.B+K.A+B.K	M, M, H, M	25, 28, 30, 25	-
	Shark Deathcopter	→B.B+K.⇨**A+B**	M, M, H~M, U	25, 28, 30, 70	→B.B+K.⇨**A+B**.⇦ or ⇩ to alter the range of the fourth attack
	Ninja Blade Rush	→bA	M	20	As a Counterattack: at close range an Attack Throw is automatically carried out (damage 45)
	Sliding	→K	L	28	-
	Crying Spirit Sword to Death	→A+B	M	54	Cancel with G. In SC3: unblockable. →A+B.A aborts the attack and shifts to Sword Pogo position. →A+B.B aborts the attack and shifts to Meditation position
	Crying Spirit Sword	→A+B⇩B	L	28	First attack is a feint and aborted, second attack is a hit
	Solar Kick	→B+K	M	35	→**B+K** to turn your back on opponent
	Shark Attack	→B+K.A+B	M, H	35, 30	-
	Shark Attack Combo	→B+K.A+B.K	M, H, M	35, 30, 25	-
	Shark Deathcopter	→B+K.⇨**A+B**	M, H~M, U	35, 30, 70	→B+K.⇨**A+B**.⇦ or ⇩ to alter the range of third attack
	Fake Turning Suicide	→A+K	M, M	-	→A+K.A to shift to Sword Pogo position. →A+K⇩A+B to carry out Digging Spirit
	Turning Suicide	→**A+K**	M, U	122	Reduces own energy level by 110
	Kabuki	↗A	M	28	As a Counterattack: stagger
	Firmiana Branch	↗B	M	25	With a hit from from a long way off: opponent doesn't fly
	Firminana Solar Kick	↗B.B+K	M, M	25, 28	If B+K is entered prior to first attack hit, first attack is not carried out. ↗B.**B+K** to turn your back on opponent
	Firminana Shark Attack	↗B.B+K.A+B	M, M, H	25, 28, 30	→ or ↗ or ↘B,B+K, ⇨**A+B** to shift to Deathcopter position
	Firminana Shark Attack Combo	↗B.B+K.A+B.K	M, M, H, M	25, 28, 30, 25	-
	Firminana Shark Deathcopter	↗B.B+K.⇨**A+B**	M, M, HÅ`M, U	25, 28, 30, 70	↗B.B+K.⇨**A+B**.⇦ or ⇩ to alter the range of fourth attack
	Ninja Blade Rush	↗bA	M	20	As a Counterattack: at close range an Attack Throw is carried out automatically (damage 45)
	Knee Bash	↗K	M	32	-
	Deathcopter	↗A+B	M, U	70	↘A+B.⇦ or ⇩ to alter the range of the attack
	Circium	↗B+K	M	32	-
	Kabuki	↘A	M	28	As Counterattack: stagger
	Firmiana Branch	↘B	M	25	With a hit from from a long way off: opponent doesn't fly

	Special Move	Entry	Attack level	Damage	Notes
8 Way Run	Firminana Solar Kick	nB.B+K	M, M	25, 28	If B+K is entered prior to first attack hit, first attack is not carried out. ↘B.**B+K** to turn your back on opponent
	Firminana Shark Attack	↘B.B+K.A+B	M, M, H	25, 28, 30	→ or ↗ or ↘B,B+K, ⇨**A+B** shift to Deathcopter
	Firminana Shark Attack Combo	↘B.B+K.A+B.K	M, M, H, M	25, 28, 30, 25	-
	Firminana Shark Deathcopter	↘B.B+K.⇨**A+B**	M, M, HM, U	25, 28, 30, 70	↘B.B+K.⇨**A+B**.⇦ or ⇩ to alter the range of the fourth attack
	Ninja Blade Rush	↘bA	M	20	As a Counterattack: at close range an Attack Throw is carried out automatically (damage 45)
	Knee Bash	↘K	M	32	-
	Deathcopter	↘A+B	M, U	70	↘A+B.⇦ or ⇩ to alter the range of the attack
	Circium	↘B+K	M	32	As a Counterattack: Bounce off ground
	Kabuki	↑A	M	28	As a Counterattack: stagger
	Prayer	↑B	M	27	As a Counterattack: opponent flies up in the air
	Whirlwind	↑K	H	22	↑K.A to shift to Sword Pogo position. ↑K.B to shift to Meditation position. As a Counterattack: spin 180°
	Sudare Wheel	↑A+B	M	30	Guard Break. In SC3: unblockable
	Cyclone Lift	↑B+K	M	15	As a Counterattack: pitch over
	Kabuki	↓A	M	28	As a Counterattack: stagger
	Prayer	↓B	M	27	As a Counterattack: opponent flies up in the air
	Whirlwind	↓K	H	22	↓K.A to shift to Sword Pogo position ↓K.B to shift to Meditation position. As a Counterattack: spin 180°
	Sudare Wheel	↓A+B	M	30	Guard Break. In SC3: unblockable
	Cyclone Lift	↓B+K	M	15	As a Counterattack: pitch over
	Mist Banishment	↖A	L	36	-
	Crying Hell Flames	↖B.A.B	M, H, M	23, 22, 47	G to cancel during third attack. ↖B.A.B.A aborts the third attack and shifts to Sword Pogo position. ↖B.A.B.B aborts the third attack and shifts to Meditation position. ↖B.A.B⇩B aborts the third attack and shifts to Crying Spirit Sword to Death (low)
	Bullet Cutter	↖K.B	M, M	26, 30	Possible to hold. If short: damage 32. If longer: unblockable and damage 45. At maximum: unblockable and damage 70
	Crying Spirit Sword	↖A+B	M	54	Cancel with G. In SC3: unblockable. ↖A+B.A aborts the third attack and shifts to Sword Pogo position. ↖A+B.B aborts the attack and shifts to Meditation position
	Crying Spirit Sword to Death	↖A+B⇩B	L	28	First attack is a feint and aborted, second attack is a hit
	Ninja Sun Flare	↖B+K	M	44	Cancel with G. ↖B+K.A to shift to Sword Pogo position. ↖B+K.B to shift to Meditation position
	Mist Banishment	↙A	L	36	-
	Crying Hell Flames	↙B.A.B	M, H, M	23, 22, 47	G to cancel during third attack. ↙B.A.B.A aborts the third attack and shifts to Sword Pogo position. ↙B.A.B.B aborts the third attack and shifts to Meditation. ↙B.A.B⇩B to abort third attack and to shift to Crying Spirit Sword to Death (Low).
	Bullet Cutter	↙K.B	M, M	26, 30	Possible to hold. If short: damage 32. If longer: unblockable and damage 45. At maximum: unblockable and damage 70
	Crying Spirit Sword	↙A+B	M	54	Cancel with G. In SC3: unblockable. ↙A+B.A aborts the attack and shifts to Sword Pogo position. ↙A+B.B aborts the attack and shifts to Meditation
	Crying Spirit Sword to Death	↙A+B⇩B	L	28	First attack is a feint and aborted, second attack is a hit
	Ninja Sun Flare	↙B+K	M	44	Cancel with G. ↙B+K.A to shift to Sword Pogo position. ↙B+K.B to shift to Meditation position
	Mouthless	←A	M	28	-
	Sword Inpale	←B	M, U	110	Cancel with G
	Spinning Sword	←bA	M	24 x 7	Cancel with G
	Helm Splitter	←bB	H	27	First attack is a feint, second attack is a hit. Delay of second entry possible
	Bullet Cutter	←K.B	M, M	26, 30	Possible to hold. If short: damage 32. If longer: unblockable and damage 45. At maximum: unblockable and damage 70
	Crying Spirit Sword	←A+B	M	54	Cancel with G. In SC3: unblockable. ←A+B.A aborts the attack and shifts to Sword Pogo position. ←A+B.B aborts the attack and shifts to Meditation position
	Crying Spirit Sword to Death	←A+B⇩B	L	28	First attack is a feint and aborted, second attack is a hit
	Ninja Sun Flare	←B+K	M	44	Cancel with G. ←B+K.A to shift to Sword Pogo position. ←B+K.B to shift to Meditation position
Throws	Jaw Smash	A+G	Throw	55	Escape with A
	Nimbus	B+G	Throw	65	Escape with B
	Elegant Storm	On opponent's left A+G or B+G	Throw	65	Escape with A or B depending on which Throw is entered
	Manji Ninjitsu Blade	On opponent's right A+G or B+G	Throw	65	Escape with A or B depending on which Throw is entered
	Tornado Drop	Behind opponent A+G or B+G	Throw	75	No escape possible (except for Voldo and Astaroth)
	Oni Killer	⇨⇨A+G	Throw	65	Escape with A

	Special Move	Entry	Attack level	Damage	Notes
Wall Jump	Rainbow Drop	⇩⇙⇦A+B	Throw	70	Escape with A
	Soul Siphon	⇨K+G	Throw	30	Escape with A. Restores energy level
	Demon Ravage	During Wall Jump A	L	25	-
	New Moon	During Wall Jump B	M	42	-
	Sleet	During Wall Jump K	M	25	-

YUNSUNG

Special Move	Entry	Attack level	Damage	Notes
Blade Song	A.A.B	H, H, M	13, 13, 21	During first attack possible to cancel with G . A.A⇦ to shift to Land Walk position. Delay of third attack is possible. If first attack hits as a Counterattack, then after third attack: opponent flies away
Talon Destroyer	A.A.K.K	H, H, H, M	13, 13, 16, 24	Delay of third and fourth attack is possible
Lashing Tiger	⇨A.A.	H, L	25, 24	During second attack possible to cancel with G. Delay of second attack is possible. ⇨A⇦ to shift to Land Walk position
Wagging Tail	After first attack by Lashing Tiger B	M	30	In SC2: Guard Break
Burning Ember	⇨⇨A	M	36	As a Counterattack: stagger
Leg Cutter	⇘A	M	22	As a close-up Counterattack : cave in
Torso Cutter	⇙A	M	23	As a Counterattack: stagger
Twisting Coils	⇩A	SM	12	-
Illusion Blade	⇦A	H	30	-
Jolting Blade	⇦⇦A	M	26	As a Counterattack: stagger
Burning Sky	B.B	M, M	18, 21	During second attack possible to cancel with G. Delay of second attack is possible: damage 25. B.B⇦ to shift to Land Walk position
Viper Lunge	B⇨	H	27	As a Counterattack: extra thrust
Wagging Tail	B⇦	M	30	In SC2: Guard Break
Cyclone Blade Kick	B.K	M, H	18, 21	During second attack possible to cancel with G. Delay of second attack is possible: damage 25
Tiger Paw	⇨B.A	M, H	18, 30	-
Tiger Maul	⇨B.B	M, M	18, 20	Delay of second attack is possible: damage 28
Shattered Wall	⇨⇨B.B	M, M	22, 35	Delay of second attack is possible. ⇨⇨B⇨ or ⇨⇨B.**B** to shift to Crane position
Wall Dance	⇨⇨B⇦B	M, M	22, 37	Possible to hold second attack, at maximum: Guard Break and damage 50
Forced Flame Divide	⇘B	M	30	-
Piercing Thrust	⇙B	L	28	As a Counterattack: opponent flies away
Flame Wave	⇩B.B	M, H	18, 27	-
Loin Crush	⇦B	M	35	Possible to hold
Vengeful Thrust	⇦⇦B	M	40	Cancel with G
Pouncing Claws	⇗B	M	43	In SC2: Guard Break
Shredding Fangs	K.K	H, M	12, 18	During first attack possible to cancel with G. K⇨ or K.K⇨ to shift to Crane position
Cobra Divide	K⇦A+B	H, M	12, 21	During second attack possible to cancel with G
Striking Fangs	kgK	M	20	kgK⇨ to shift to Crane position
Raging Panther	⇨K.K.A.A	H, M, H, L	16, 13, 20, 14	During fourth attack possible to cancel with G. Delay of fourth attack is possible. ⇨K.K.A⇦ to shift to Land Walk position. ⇨K.K⇨K to shift to Crane position
Wagging Tail	Fourth attack by Raging Panther is aborted, then B	M	30	Cancel fourth attack by Raging Panther with G. Afterwards, press B to carry out this attack. In SC2: Guard Break
Pursuing Cobra Divide	⇨K.K⇦A+B	H, M, M	16, 13, 21	During third attack possible to cancel with G
Circular Heaven Kick	⇨⇨K	M	20	⇨⇨K⇨ to shift to Crane position
Double Circular Heaven Kick	⇨⇨K.K	M, M	20, 24	⇨⇨K.K⇨ to shift to Crane position
Triple Circular Heaven Assault	⇨⇨K.K.K	M, M, H	20, 24, 25	-
Circular Heaven Cutter	⇨⇨K⇧ or ⇩A	M, M	20, 23	As a Counterattack: stagger from second attack
Circular Heaven Crush	⇨⇨K⇧ or ⇩B	M, M	20, 21	-
Circular Heaven Fangs	⇨⇨K⇧ or ⇩K.K	M, M, H	20, 24, 24	⇨⇨K⇧ or ⇩K⇨ to shift to Crane position. ⇨⇨K⇧ or ⇩K⇦ to shift to Land Walk position
Double Circular Heaven Cutter	⇨⇨K.K⇧ or ⇩A	M, M, M	20, 23	⇨⇨K.k⇧ or ⇩ to abort second attack
Double Circular Heaven Crush	⇨⇨K.K⇧ or ⇩B	M, M, M	20, 21	-

Special Move	Entry	Attack level	Damage	Notes
Double Circular Heaven Fangs	⇨⇨K.K⇧ or ⇩K.K	M, M, M, H	20, 24, 24, 24	⇨⇨K.K⇧ or ⇩K⇨ to shift to Crane position ⇨⇨K.K⇧ or ⇩K⇦ to shift to Land Walk position
Ripping Fang	⇘K	M	21	As a Counterattack: stagger
Warrior Dance	⇙K.A.B	L, H, M	14, 21, 27	Third hit is aborted with G. If third attack hits as a Counterattack: stagger
Warrior Step	⇙K.K.B	L, L, M	14, 21, 27	Third hit is aborted with G. If second attack hits as a Counterattack: opponent flies away. ⇙K.K⇨K to shift to Crane position
Warrior Divide	⇙K.K⇦A+B	L, L, M	14, 21, 21	Third hit is aborted with G. If second attacks hits as a Counterattack: opponent flies away
Viper Sweep	⇩K	L	14	-
Double Hawk Kick	⇦K	M, M	12, 25	-
Tiger Cannon Kick	⇦⇦K	H	30	-
Heaven's Path	A+B	M, M	21, 42	-
Waving Flame	⇨A+B	M, M	15, 26	Automatic Guard Impact against high and mid attacks
Forced Divide	⇦A+B	M	28	Cancel with G. Automatic Guard Impact against vertical attacks. In SC1: Guard Break
Roaring Flame	⇨⇨A+B	M	53	In SC1: Guard Break
Cresting Wave	B+K	M	35	-
Crushing Heel	⇩B+K	M	32	-
Fire Storm	⇦⇦B+K	M (U)	85	Cancel with G
Sweeping Wave	⇩A+K	SM, L	25, 20	-
Parting Blade	While crouching A	SM	15	-
Flame Wave	While crouching B.B	M, H	18, 27	As a Counterattack: extra thrust
Viper Sweep	While crouching K	L	12	-
Rage Fire Blade	While getting up A.B	H, M	18, 38	Possible to abort second hit with G. Second attack: Guard Break. Delay of second attack is possible
Forced Heaven	While getting up B	M	28	As a Counterattack: opponent flies higher
Rising Hook Heel	While getting up K	M	24	-
Waving Flame	While getting up A+B	M, M	15, 26	Automatic Guard Impact against high and mid attacks
Reverse Backhand Blade	Back facing opponent A	H	22	-
Reverse Upper Blade	Back facing opponent B	M	30	-
Reverse Fang	Back facing opponent K	H	32	Only if opponent is on the player's right
Reverse Ripping Fang	Back facing opponent K.K	H, M	23, 18	Only if opponent is on the player's left
Reverse Blade	Crouching and back facing opponent A	L	15	-
Reverse Cleaver	Crouching and back facing opponent B	M	23	-
Reverse Viper Sweep	Crouching and back facing opponent K	L	14	-
Upper Bite	Jump A	H	28	Jump with ⇘: damage 24
Swatting Claw	Jump B	M	24	Jump with ⇘: damage 21
Closing Fang	Jump K	M	30	Jump with ⇘: damage 24. Opponent doesn't fall down
Ankle Bite	Jump (delayed) A	L	20	Jump with ⇘: damage 14
Leaping Tiger Claw	Jump (delayed) B.A	M, H	21, 30	Jump with ⇘: damage 16, 30
Leaping Tiger Maw	Jump (delayed) B.B	M, M	21, 20	Delay in second attack possible. Jump with ⇘: damage 16, 20.
Springing Viper Sweep	Jump (delayed) K	L	25	Jump with ⇘: damage 21
Crane				
Crane	-	SP	-	-
Circling Wing	During Crane A	H	38	**A** to shift to basic position
Wings of Flight	During Crane B	M	28	-
Talon Kick	During Crane K	M	25	K during hit for a further attack (Throw): damage 35
Upper Bite	During Crane⇧A	H	28	-
Lunging Claws	During Crane⇧B	M	43	-
Wagging Tail	During Crane⇧K.B	SP, M	30	In SC2: Guard Break
Crane Shredder	During Crane ⇩K.K	L, H	18, 25	⇩K.K⇨ to shift to basic position
Crane Rage	During Crane ⇩K.A	L, H	18, 42	⇩K.A⇦ to shift to Land Walk position
Crane Talon	During Crane ⇩kK	H	35	-
Stone Cleaver	During Crane A+B	M	42	Automatic Guard Impact against high and mid attacks
Wagging Tail	During Crane ⇦⇦B	SP, M	30	-

	Special Move	Entry	Attack level	Damage	Notes
Crane Swoop	Crane Swoop	During Crane ⇨⇨	SP	-	Forward step
		During Land Walk ⇨⇨		-	-
	Rage Fire Blade	During Crane Swoop ⇨⇨A.B	H, M	18, 38	Second attack: Guard Break
	Rising Crane	During Crane Swoop ⇨⇨B	M	38	-
	Rising Phoenix Kick	During Crane Swoop ⇨⇨K	M	35	As a Counterattack: opponent flies higher
Land Walk	Land Walk	⇩⇙⇦	SP	-	Backward step
	Diving Viper	⇩⇙⇦A	H	28	-
	Silent Arc	⇩⇙⇦B	M	32	In SC1: Guard Break
	Lightning Kicks	⇩⇙⇦K.K.K	L, H, H	14, 14, 14	Delay of third attack is possible
	Coiling Viper Thrust	⇩⇙⇦B+K	M	61	Cancel with G. Guard Break. ⇩⇙⇦B+K⇦ to shorten move
8 Way Run	Burning Ember	→A	M	36	As a Counterattack: stagger
	Shattered Wall	→B.B	M, M	22, 35	Delay of second attack is possible. →B⇨ to shift to Crane position. →B.**B** to shift to Crane position
	Wall Dance	→B⇦B	M, M	22, 37	Possible to hold second attack, at maximum: Guard Break, damage 50
	Sliding	→K	L	28	-
	Viper's Illusion	↗A.B	H, M	25, 35	Possible to hold second attack, at maximum: Guard Break, damage 42
	Rising Cobra	↗B	M	35	↗**B** to shift to Crane position
	Raging Talons	↗K	M, M	25, 25	-
	Viper's Illusion	↘A.B	H, M	25, 35	Possible to hold second attack, at maximum: Guard Break, damage 42
	Rising Cobra	↘B	M	35	↘**B** to shift to Crane position
	Raging Talons	↘K	M, M	25, 25	-
	Willow Dance	↑A.B	H, H, M	15, 18, 28	During second attack possible to cancel with G. ↑A⇨ to shift to Crane position
	Eclipse Blade	↑B	M	33	As a Counterattack: opponent flies higher
	Roundhouse Kick	↑K	H	30	-
	Willow Dance	↓A.B	H, H, M	15, 18, 28	During second attack possible to cancel with G. ↓A⇨ to shift to Crane position
	Eclipse Blade	↓B	M	33	As a Counterattack: opponent flies higher
	Roundhouse Kick	↓K	H	30	-
	Wild Slash	↖A	L	30	-
	Opening Void Thrust	↖B	L	42	-
	Leg Sweep	↖K	L	32	Hitting from a long way off: damage 28
	Wild Slash	↙A	L	30	-
	Opening Void Thrust	↙B	L	42	-
	Leg Sweep	↙K	L	32	Hitting from a long way off: damage 28
	Jolting Blade	←A	M	26	As a Counterattack: stagger
	Vengeful Thrust	←B	M	40	-
	Tiger Cannon Kick	←K	H	30	-
	Fire Storm	←B+K	M	85	unblockable. Cancel with G
Throws	Meteor Throw	A+G	T	55	Escape with A
	Pinwheel Kick	B+G	T	55	Escape with B
	Burning Cradle	On opponent's left A+G or B+G	T	65	Escape with A or B depending on which Throw is entered
	Drac Slayer	On opponent's right A+G or B+G	T	65	Escape with A or B depending on which Throw is entered
	Spine Destroyer	Behind opponent A+G or B+G	T	70	No escape possible (except for Voldo and Astaroth)
Wall Jump	Death Blade	B+G⇦	T	55	Escape with B
	Ankle Bite	During Wall Jump A	L	20	-
	Leaping Tiger Claw	During Wall Jump B.A	M, H	21, 30	-
	Leaping Tiger Maw	During Wall Jump B.B	M, M	21, 20	-
	Springing Viper Thrust	During Wall Jump K	L	25	-

ASSASSIN

Entry	Attack level	Damage	Notes
aK	M, M	15, 18	-
aK.B	M, M, L	15, 18, 28	-
aK.K	M, M, M	15, 18, 25	-
A.A	H, H	14, 18	Cancel first attack with G
A.A.B	H, H, M	14, 18, 21	Delay of third attack is possible
A.A.K	H, H, H	14, 18, 16	-
A.A.K.K	H, H, H, M	14, 18, 16, 24	Delay of third and fourth attack is possible
⇨A	H	23	If the attack hits as a Counterattack: lurch
⇦A	H	37	-
↙A	L	43	-
↘A.A	L, H	22, 15	-
↘A.A.B	L, H, M	22, 15, 46	-
B	M	18	Cancel with G
B.B	M, M	18, 21	Delay of second attack is possible
bK	M, M	23, 34	-
B.K	M, H	18, 21	Delay of second attack is possible
B⇨	H	27	-
⇨B.B	H, L	30, 27	-
⇨B.A	H, M	30, 20	-
⇦B	M	35	Possible to hold, at maximum: Guard Break and damage 48
↘B	M	42	-
⇩B	M	18	-
⇩B.B	M	18, 27	-
↙B	M	43	-
K	H	12	Cancel with G
K.K	H, M	12, 18	-
kgK	M	20	If the attack hits as a Counterattack: stagger
⇨K.K	H, M	16, 27	Delay of second attack is possible. If this delayed attack hits as a Counterattack: stagger
↙K	L	14	-
↙K.A.B	L, H, M	14, 21, 28	If the third attack hits as a Counterattack: stagger
↙K.K.B	L, L, M	14, 21, 27	Delay of second attack is possible. If the second attack hits as a Counterattack: flattened
↘K	M	21	If the attack hits as a Counterattack: stagger
⇩K	L	25	-
⇩kK	M	35	-
⇩kB	L	12	-
A+B	M, M	35, 42	-
⇨A+B	M, M	15, 26	-
A+K	H, H	24, 24	-
⇩ or ↙ or ↘A+K	SM, L	25, 20	-
B+K	M	25	-
↙ or ⇩B+K	M	32	-
↘B+K	M	28	Automatic Guard Impact against vertical attacks. In SC2: Guard Break
While crouching A	SM	15	-
While crouching B	M	18	-
While crouching B.B	M, M	18, 27	-
While crouching bA	L	28	-
While crouching K	L	12	-
While crouching A+B	M	40	In SC2: Guard Break
While getting up A	M	30	-
While getting up A.B	M, M	30, 38	The second attack causes a Guard Break
While getting up B	M	28	-
While getting up K	M	24	-
Back facing opponent: A	H	22	-
Back facing opponent: B	M	30	-
Back facing opponent: K	H	18	-
While crouching and back facing opponent: A	M	15	-
While crouching and back facing opponent: B	M	23	-
While crouching and back facing opponent: K	L	14	-
Jump A	H	28	With ↖A: damage 24

BASICS
FIGHTING SCHOO
CHARACTERS
WEAPON MASTE
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG
ASSASSIN
BERSERKER
LIZARDMAN

	Entry	Attack level	Damage	Notes
	⇧ or ⇖B or **G**+⇗B	M	26	With ⇖B: damage 21
	⇗B	M	43	In SC2: Guard Break
	Jump K	M	30	With ⇖K: damage 24 and your opponent doesn't fall down
	Jump (delayed) A	L	27	-
	Jump (delayed) B	M	29	-
	Jump (delayed) K	L	25	-
8 Way Run	→A	H	30	-
	→B	M	22	-
	→B.B	M, M	22, 35	-
	→B⇦B	M, M	22, 37	-
	→B⇦**B**	M, M	22, 50	The second attack causes a Guard Break
	→K	M	20	-
	→ (long) K	L	28	Keep → pressed down for a long time
	→K⇩ or ⇧	M	20	A sidestep is taken after the attack
	→K.K	M, M	20, 24	-
	→K.K⇩ or ⇧	-	-	A sidestep is taken after the attack. Enter ⇩ or ⇧ either before or after the second attack has hit
	→K.K.K	M, M, H	20, 24, 49	-
	→A+B	M	45	-
	←A	M	26	-
	←B	M	40	Cancel with G
	←B+K	M, U	78	Cancel with G
	←K	H	43	-
	←KK	H, L	43, 23	-
	↘A	H	25	-
	↗A	H	25	-
	↗ or ↘A.B	H, M	25, 35	Possible to hold second attack, at maximum: Guard Break and damage 42
	↘B	M	30	-
	↗B	M	30	-
	↗ or ↘B.B	M, M	30, 35	-
	↗ or ↘B.B+K	M, M	30, 28	The second attack has an automatic Guard Impact against vertical attacks. In SC2: Guard Break
	↗K	M, M	25, 25	-
	↘K	M, M	25, 25	-
	↓A	H, H	15, 18	-
	↑A	H, H	15, 18	-
	↓ or ↑A.B	H, H, M	15, 18, 28	Delay of second attack is possible
	↓B	M	35	-
	↑B	M	35	-
	↓K	M	30	-
	↑K	M	30	-
	↖A	L	39	-
	↙A	L	39	-
	↖B	L	35	-
	↙B	L	35	-
	↖K	L	28	With a hit from a long way off: damage 22 and your opponent doesn't fall down
	↙K	L	28	With a hit from a long way off: damage 22 and your opponent doesn't fall down
Throws	A+G	Throw	55	Escape with A
	B+G	Throw	60	Escape with B
	On opponent's left A+G or B+G	Throw	65	Escape with A or B depending on which Throw is entered
	On opponent's right A+G or B+G	Throw	70	Escape with A or B depending on which Throw is entered
	Behind opponent A+G or B+G	Throw	80	No escape is possible (except for Voldo and Astaroth)

BERSERKER

Entry	Attack level	Damage	Notes
A	H	17	Cancel with G
A⇩⇙⇦B+G	Throw	44	The first attack is a feint and is aborted. Escape with B
A.A	H, H	17, 24	Delay of second attack is possible. Possible to hold second attack, at maximum: unblockable and Attack Throw with damage 37
A.B	H, M	17, 20	Delay of second attack is possible. If the second attack hits as a Counterattack: keel over
A.B.B	H, M, M	17, 20, 31	Delay of second attack is possible. If the second attack hits as a Counterattack: keel over
⇨A	H	14	-
⇨A.B	H, M	14, 36	Possible to hold second attack, at maximum: unblockable and damage 49
↘A	H	37	With a hit from a long way off: damage 44. Possible to hold, at maximum: unblockable and damage 55

Entry	Attack level	Damage	Notes
↙A	L	41	Possible to hold, at maximum: damage 43
↙**A**.A	L, L	43, 34	-
↙**A**.B	L, M	43, 74	-
⇦A	H	25	Possible to hold, at maximum: attack Throw with damage 28. If the attack hits as a Counterattack (without holding): the opponent will fly into the air ⇩↙⇦A
(A.A.A.A)	M, M, M, M	18, 9, 9, 25	A can be carried out up to four times
⇩↙⇦A⇩↙⇦B+G	Throw	44	The first attack is a feint and is aborted
⇩A	L	22	-
⇩A (opponent on the ground)	L	18	-
↗A	H	37	Possible to hold, at maximum: unblockable and damage 55
B	M	22	Cancel with G. Possible to hold, at maximum: damage 43. In SC2: Guard Break
B.A	M, M	22, 27	Delay of second attack is possible. Possible to hold first attack, at maximum: damage 43
B. (↖ or ⇧ or↗) A	M, H	22, 27	Possible to hold first attack, at maximum: damage 43. In SC2: Guard Break
B.B	M, M	22, 25	Possible to hold first attack, at maximum: damage 43. If the second attack hits as a Counterattack: keel over
B.B.B	M, M, M	22, 25, 31	Delay of third attack is possible. Possible to hold first attack, at maximum: damage 43. If the second attack hits as a Counterattack: keel over
B⇨	M	18	Possible to hold, at maximum: damage 27
B⇨K	M, M	18, 25	Possible to hold first attack, at maximum: damage 27. If the second attack hits as a Counterattack the opponent will fly into the air
⇨B	M	32	-
↘B	M	36	Possible to hold, at maximum: unblockable and damage 45
↙B	L	31	-
⇦B	M	27	Possible to hold, at maximum: damage 49 (if not maximum: damage 31). If the attack hits as a Counterattack: plunge
⇩B	M	31	In SC2: Guard Break. Possible to hold, at maximum: Guard Break and damage 49
↗B	M	54	In SC2: Guard Break. Possible to hold, at maximum: Guard Break and damage 63. In SC3 unblockable
K	H	20	Cancel with G. Possible to hold, at maximum: damage 27 and knock down
⇨K	M	25	If the attack hits as a Counterattack, the opponent flies into the air
↘K	M	18	Possible to hold, at maximum: damage 36
↘K.A	M, H	18, 40	Possible to hold first attack, at maximum: attack level M and damage 45
↙K	L	27	If the attack hits as a Counterattack: the opponent flies into the air
⇦K	H	20	Cancel with G. Possible to hold, at maximum: damage 27 and knock down
⇩K	L	15	-
kB	M	42	-
⇨B+K	H	33	Possible to hold, at maximum: damage 45
⇩↘⇨B+K	M, U	108	Cancel with G
Back facing opponent B+K	M	31	-
A+B	M	32	With a hit from a long way off: damage 59 and the opponent flies into the air
⇧A+B	-	32	With a hit from a long way off: damage 59 and the opponent flies into the air
↘A+B	M	40	Possible to hold, at maximum: damage 49. In SC2: Guard Break. If the attack hits as a Counterattack, the opponent flies higher
⇦A+B	M, M	9, 19	In SC2: unblockable
⇦A+B.K	M, M, M	9, 19, 31	Possible to hold second attack, at maximum: damage 47 and when bouncing off the ground 16
⇨A+B	M	34	Possible to hold, at maximum: damage 46
⇩A+K	L	27	-
⇩B+G	L	9	-
⇩A+G	L	9	-
While crouching A	L	18	-
While crouching A.B	L, M	18, 45	-
While crouching B	SM	23	-
While crouching ⇩ or ↙K	L	14	-
While crouching ↘K	L	31	Possible to hold, at maximum: damage 42
While getting up A	M	27	-
While getting up B	M	29	With a hit from a long way off: damage 25. If the attack hits as a Counterattack: stagger back
While getting up K	M	21	If the attack hits as a Counterattack: cave in
While getting up K.A	M, L	21, 46	If the first attack hits as a Counterattack: cave in
Back facing opponent: A	H	22	-
Back facing opponent: B	M	20	-
Back facing opponent: K	H	31	-
While crouching and back facing opponent: A	L	18	-
While crouching and back facing opponent: B	M	25	-

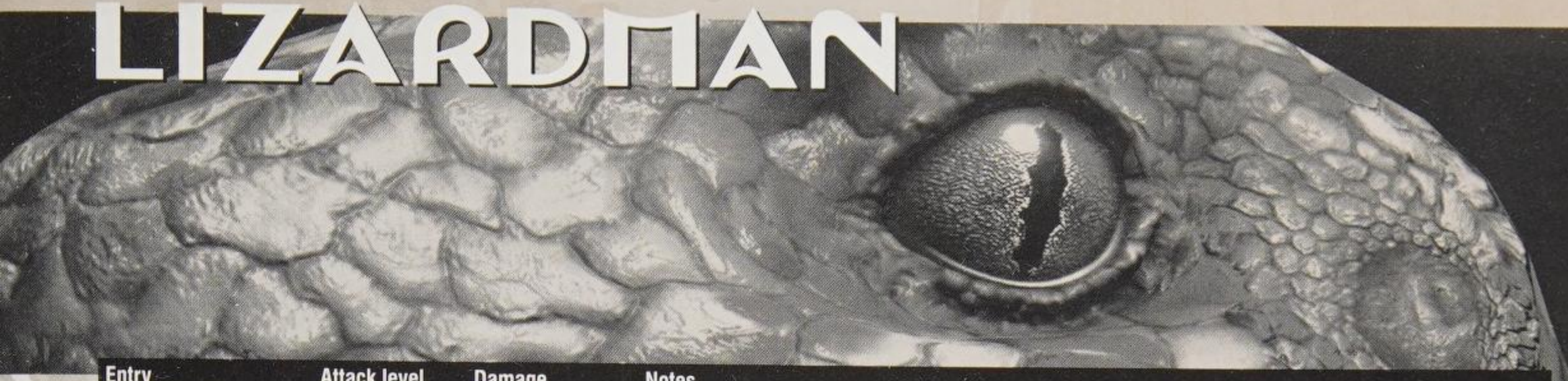
BASICS
FIGHTING SCHO
CHARACTERS
WEAPON MASTE
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

Entry	Attack level	Damage	Notes
While crouching and back facing opponent: K	L	16	-
Jump A	H	35	-
Jump B	H	37	-
Jump K	H	25	-
Jump (delayed) A	L	27	-
Jump (delayed) B	M	39	-
Jump (delayed) K	L	21	With ↖K: damage 18 and the opponent doesn't fall down
8 Way Run			
→A	M	31	Possible to hold, at maximum: damage 37. If the attack hits as a Counterattack: cave in
→**A**B	M, M	37, 72	If the first attack hits as a Counterattack: cave in. The second attack will cause a Guard Break
→B	M	49	With a hit from a long way off: damage 45 and the opponent won't fly into the air
→K	M	31	Possible to hold, at maximum: damage 47 and when bouncing off the ground 16
→ (long) K	L	37	-
→B+K	H	33	Possible to hold, at maximum: damage 45
←A	H	28	With a hit from a long way off: the opponent will fly into the air. Possible to hold, at maximum: damage 38 and lurch
←B	M	45	In SC3: unblockable. Possible to hold, at maximum: unblockable and damage 90. Press ←B⇩ or ←B⇧ to change direction of strike
←B⇩ or ⇧K	M, M	45, 36	The first attack in SC3: unblockable
←K	M	30	-
←A+B	M, M	9, 19	-
←A+BK	M, M, M	9, 19, 31	Possible to hold second attack, at maximum: damage 47 and when bouncing off the ground 16
↘A	M	31	Possible to hold, at maximum: damage 37. If the attack hits as a Counterattack: cave in
↗A	M	31	Possible to hold, at maximum: damage 37. If the attack hits as a Counterattack: cave in
↘**A**B	M	37, 72	If the first attack hits as a Counterattack: cave in. The second attack will cause a Guard Break
↗**A**B	M	37, 72	If the first attack hits as a Counterattack: cave in. The second attack will cause a Guard Break
↘B	M	36	Possible to hold, at maximum: unblockable and damage 45
↗B	M	36	Possible to hold, at maximum: unblockable and damage 45
↘K	M	31	Possible to hold, at maximum: flying impact and damage 59 and when bouncing off the ground 20 (but not with a hit from a long way off).
↗K	M	31	Possible to hold, at maximum: flying impact and damage 59 (20) – but not with a hit from a long way off.
↘A+B	M	50	Possible to hold, at maximum: unblockable and damage 85
↗A+B	M	50	Possible to hold, at maximum: unblockable and damage 85
⇩A	M	25	-
⇧A	M	25	-
⇩AA	M, M	25, 25	-
⇧AA	M, M	25, 25	-
⇩B	M	54	In SC2: Guard Break
⇧B	M	54	In SC2: Guard Break
⇩K	L	42 (14)	Damage only when close
⇧K	L	42 (14)	Damage only when close
⇩A+B	M	50	Possible to hold, at maximum: unblockable and damage 85
⇧A+B	M	50	Possible to hold, at maximum: unblockable and damage 85
↙A	L	41	Possible to hold, at maximum: damage 43
↖A	L	41	Possible to hold, at maximum: damage 43
↙**A**A	L, L	43, 34	-
↖**A**A	L, L	43, 34	-
↙**A**B	L, M	43, 74	-
↖**A**B	L, M	43, 74	-
↙B	M	45	Possible to hold, at maximum: damage 54
↖B	M	45	Possible to hold, at maximum: damage 54
↙BK	M, M	45, 36	Possible to hold first attack, at maximum: damage 54
↖BK	M, M	45, 36	Possible to hold first attack, at maximum: damage 54
↙K	L	27	-
↖K	L	27	-
↙A+B	M	50	Possible to hold, at maximum: unblockable and damage 85
↖A+B	M	50	Possible to hold, at maximum: unblockable and damage 85
Throws			
A+G	Throw	63	Escape with A
B+G	Throw	63	Escape with B
A+GA	Throw	60	Escape with A
B+GB	Throw	60	Escape with B
Behind opponent A+G or B+G	Throw	74	No escape is possible (except for Voldo and Astaroth)
While opponent is crouching ↘A+G or B+G	Throw	70	Escape with A or B depending on which Throw is entered
A+G⇩A or B+G⇩A or A+G⇩B or B+G⇩B	Throw	70	Escape with A or B depending on which Throw is entered
Opponent on the ground ⇩A+G or B+G	Throw	56	Face down/head forward or face up/feet forward: escape with A or B depending on which Throw is entered. Face down/feet forward or face up/head forward: no escape is possible (except for Voldo and Astaroth)
⇩↙⇦B+G	Throw	44	Escape with B
⇩↙⇦B+G⇩A or ⇧A	Throw	37	Enter ⇩A or ⇧A after throwing opponent up into the air
On opponent's left A+G or B+G	Throw	78	Escape with A or B depending on which Throw is entered
On opponent's right A+G or B+G	Throw	78	Escape with A or B depending on which Throw is entered
While opponent is crouching or from behind ↘A+G or B+G	Throw	70	No escape is possible

LIZARDMAN



Entry	Attack level	Damage	Notes
A	H	13	Cancel with G
A.A	H, H	13, 16	-
A.K	H, L	13, 19	-
A.B	H, H	13, 11	-
A.B.B	H, H, M	13, 11, 38	Delay of third attack is possible
A.B.K	H, H, L	13, 11, 20	-
⇩A	SM	13	-
⇙A.A	L, M	25, 38	-
⇘A.B	M, M	23, 35	Delay of second attack is possible
⇦A.B	H, M	25, 45	Possible to hold first attack, at maximum: damage 48 and lurch
⇦A.A.A	H, L, M	25, 23, 38	Possible to hold first attack, at maximum: damage 48 and lurch
⇦A.A.B	H, L, M	25, 23, 35	Possible to hold first attack, at maximum: damage 48 and lurch. Possible to hold third attack, at maximum: unblockable and damage 55 (if not maximum: damage 40)
B	M	16	Cancel with G
B.B	M, M	16, 25	-
B.K	M, M	16, 22	-
B⇨	M	22	If the attack hits as a Counterattack: keel over
B⇨+B	M, M	16, 30	If the second attack hits as a Counterattack: keel over
B⇩B.B.B.B	L, L, L, L, M	15, 7, 7, 7, 50	-
B⇩B.B.B.K	L, L, L, L, M	15, 7, 7, 7, 20	-
B⇩⇨B	L, M	15, 50	Delay of second attack is possible
⇙B	M	18	-
⇩B.B	SM, M	16, 50	-
⇘B	M	32	-
⇦B	M	31	-
⇨B	M	35	-
K	H	16	Cancel with G
⇙K	L	30	Possible to hold, at maximum: attack level L, L and damage 30, 30
⇩K	L	12	-
⇘K	M	22	-
⇦K	M	20	-
⇨A.K	M, M	21, 30	-
⇨K	M	30	-
kB	M	32	A further attack will follow in SC2: attack level M, M and damage 32, 55. The second attack will cause a Guard Break. In SC3: second attack is unblockable
⇨⇨kB	M	40	-
While crouching A	SM	13	-
While crouching B	M	18	-
While crouching ⇘B	SM	18	-
While crouching ⇘B.B	SM, M	18, 38	Cancel second attack with G
While crouching K	L	12	-
While getting up A	M	32	Possible to hold, at maximum: damage 45, lurch and keel over
While getting up B	M	18	-
While getting up K	M, M	16, 16	-
While getting up K.K	M, M, M, M	16, 16, 18, 18	Alternative: while getting up K.K⬇ will cause damage 16, 16, 18, 28. Afterwards, the character will be crouching
While getting up K.K.K	M, M, M, M, M	16, 16, 18, 18, 28	Delay of third attack is possible
While getting up K.K.B	M, M, M, M, M	16, 16, 18, 18, 45	-
While getting up K.K.A	M, M, M, M, L	16, 16, 18, 18, 21	-
While getting up K.K.A.B	M, M, M, M, L, M	16, 16, 18, 18, 21, 38	-
While getting up B+K	M	26	-
Back facing opponent: A	H	25	-
Back facing opponent: B	M	30	-
Back facing opponent: K	H	23	-

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS
ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG
ASSASSIN
BERSERKER
LIZARDMAN

Entry	Attack level	Damage	Notes
While crouching and back facing opponent: A	L	15	-
While crouching and back facing opponent: B	M	23	-
While crouching and back facing opponent: K	L	13	-
Jump A	H	33	With ⇖A: damage 28
Jump B	M	41	With ⇖B: damage 36
Jump K	M	25	Except for ⇖K. If the opponent is on the ground, attack level L
Jump (with ⇖) K	M	32	-
⇗ K.K or ⇧ K.K	M, M	25, 30	Delay of second attack is possible
G+⇖ or ⇧ or ⇗K	M	30	With **G**+⇖K: damage 25
Jump (delayed) A	L	25	-
Jump (delayed) B	M	33	-
Jump (delayed) K	M	24	-
A+B	M, M	16, 30	-
⇘A+B	M, M	14, 39	-
⇧A+B	M	35	In SC2: Guard Break. In SC3: unblockable. Possible to hold, at maximum: unblockable and damage 55 (if not maximum: damage 40)
A+K	H	38	-
A+K.K	M	36	-
B+K	M	30	-
B+K.B	M, M	30, 50	-
⇙B+K	L UB	45	Cancel with G
⇦B+K	M	37	Possible to hold, at maximum: damage 45
⇦B+K.G	M	27	Character then lies on the ground. If the opponent is on the ground: strike with attack level L and damage 19
⇩⇘	Special	-	The character bends over and takes a small step forward
⇩⇘⇨	Special	-	The character bends over and takes a big step forward, followed by a sidestep with ⇩⇘⇨*⇧ or ⇩⇘⇨*⇩
⇩⇘⇨A	M	37	-
⇩⇘⇨A.A	M, L	37, 40	-
⇩⇘⇨B	M	50	-
⇩⇘⇨*K	M, M	16, 16	-
⇩⇘⇨*K.K	M, M, M, M	16, 16, 18, 18	-
⇩⇘⇨*K.K.K	M, M, M, M, M	16, 16, 18, 18, 28	-
⇩⇘⇨*K.K.B	M, M, M, M, M	16, 16, 18, 18, 45	-
⇩⇘⇨*K.K.A	M, M, M, M, L	16, 16, 18, 18, 21	-
⇩⇘⇨*K.K.A.B	M, M, M, M, L, M	16, 16, 18, 18, 21, 38	-
⇩⇘⇨*⇧ or ⇩A	M	37	-
⇩⇘⇨*⇧ or ⇩A.A	M, L	37, 40	-
⇩⇘⇨*⇧ or ⇩B	M	40	-
⇩⇘⇨*⇧ or ⇩B.A	M, M	40, 13	-
⇩⇘⇨*⇧ or ⇩B.A.A	M, M, M	40, 13, 19	-
⇩⇘⇨*⇧ or ⇩B.A.K	M, M, M	40, 13, 25	-
⇩⇘⇨*⇧ or ⇩K	M	25	If the opponent is lying on the ground: attack level L and damage 17
⇩⇘⇨*⇧ or ⇩K.K	M, M	25, 30	If the opponent is lying on the ground: first attack strikes at attack level L damage 17
→A	M	36	-
→B	M	36	In SC2: Guard Break
→K	M	45	Possible to hold, at maximum: damage 64
→ (long) K	L	28	Keep → pressed down for a while
→B+K	M	23	-
→B+K.A	M, H	23, 18	Delay of second attack is possible. If the second attack hits as a Counterattack: cave in
→B+K.A.B	M, H, M	23, 18, 21 (7)	Delay of second and third attack is possible. If the second attack hits as a Counterattack: cave in
→A+B	M	42	In SC3: unblockable
←A	H	25	Possible to hold, at maximum: damage 43 and lurch
←A.A.A	H, L, M	25, 23, 38	Possible to hold first attack, at maximum: damage 43 and lurch
←A.A.B	H, L, M	25, 23, 35	Possible to hold first attack, at maximum: damage 48 and lurch. Possible to hold third attack, at maximum: unblockable and damage 55 (if not maximum: damage 40)
←A.B	H, M	25, 45	Possible to hold first attack, at maximum: damage 43 and lurch
←B	M	32	-
←K	M	27	If the strike hits as a Counterattack, the opponent flies higher
←B+K	M	37	Possible to hold, at maximum: damage 45 and Guard Break
←B+KG	M	27	Possible to hold. The character then lies on the ground. If the opponent is on the ground: attack occurs with attack level L and damage 19
↘A	M	32	-
↘B	M	30 (10)	-
↗A	M	32	-

8 Way Run

Entry	Attack level	Damage	Notes
↗B	M	30 (10)	-
↘K	L	15	-
↗K	L	15	-
↘K.K	L, H	15, 32	Delay of second attack is possible: attack level M and damage 36
↗K.K	L, H	15, 32	Delay of second attack is possible: attack level M and damage 36
↓A	H	31	If the player is on the right: ↑A
↑A	H	22	If the player is on the right: ↓A
↓A.A	H, H	31, 22	If the player is on the right: ↑A.A
↑A.A	H, H	22, 31	If the player is on the right: ↓A.A
↓B	M	38	Possible to hold, at maximum: Guard Break and damage 48. If maximum and SC3: unblockable
↑B	M	38	Possible to hold, at maximum: Guard Break and damage 48. If maximum and SC3: unblockable
↓K	L	25	-
↑K	L	25	-
↓KK	L, M	25, 20	-
↑KK	L, M	25, 20	-
↙A	L	25	-
↖A	L	25	-
↙AA	L, M	25, 45	Possible to hold second attack, at maximum: unblockable and damage 65. Delay of second attack is possible: attack level L, L and damage 25, 25
↖AA	L, M	25, 45	Possible to hold second attack, at maximum: unblockable and damage 65. Delay of second attack is possible: attack level L, L and damage 25, 25
↙AK	L, L	25, 25	-
↖AK	L, L	25, 25	-
↙B	L	28	-
↖B	L	28	-
↙K	M	27	-
↖K	M	27	-
Any direction kB	M	40	-
Any direction A+K	H	38	-
Any direction A+K.K	M	36	-
↙B+K	M	43	In SC3: unblockable
↓B+K	M	43	-
↘B+K	M	43	-
↖B+K	M	43	-
↑B+K	M	43	-
↗B+K	M	43	-
←A+B	M, M	14, 27	If only the second attack hits: damage 39
↙A+B	M, M	14, 27	If only the second attack hits: damage 39
↓A+B	M, M	14, 27	If only the second attack hits: damage 39
↘A+B	M, M	14, 27	If only the second attack hits: damage 39
↖A+B	M, M	14, 27	If only the second attack hits: damage 39
↑A+B	M, M	14, 27	If only the second attack hits: damage 39
↗A+B	M, M	14, 27	If only the second attack hits: damage 39
A+G	Throw	55	Escape with A
B+G	Throw	60	Escape with B
On opponent's left A+G or B+G	Throw	58	Escape with A or B depending on which Throw is entered
On opponent's right A+G or B+G	Throw	55	Escape with A or B depending on which Throw is entered
Behind opponent A+G or B+G	Throw	60	No escape is possible (except for Voldo and Astaroth)
⇩↙⇦B+K Throw	Throw	50	Escape with B

8 Way Run

Throws

BASICS
FIGHTING SCHOOL
CHARACTERS
WEAPON MASTER
SECRETS
MOVE LISTS

ASTAROTH
CASSANDRA
CERVANTES
CHARADE
HEIHACHI
IVY
KILIK
LINK
MAXI
MITSURUGI
NECRID
NIGHTMARE
RAPHAEL
SEUNG MINA
SOPHITIA
SPAWN®
TAKI
TALIM
VOLDO
XIANGHUA
YOSHIMITSU
YUNSUNG

ASSASSIN
BERSERKER
LIZARDMAN

INDEX

Can't find information on a particular topic? This index will help you find the answers you need in no time.

Keyword	Refer to page
!	
!	15
*	15
.	15
+	15
+XHP	45
-XHP	45
50% energy value	145
8 Way Run	16, 28 31
A	
Abbreviations (weapon table)	45
Absorb XX%	45
Additional costumes	158
Additional features, special moves	24
Additional weapons	156-158
Air control	21, 30, 37
Alternative fighting positions	39
Arcade	8
Art Gallery	11
Assassin	132-135
Astaroth	46-49
AT	15
Atk +XHP	45
Atk -XHP	45
Attack (during Counterattack)	33
Attack Data	27, 29
Attack levels	15
Attack Throw	15
Attacks for advanced players	39
Attacks with defence features	37
Attacks, additional features	36
Attacks, main	See individual character
Authorised Collection	167
B	
Back Dash (during Counterattack)	33
Basic techniques	15-21
Battle Theater	11
Berserker	136-139
Blocking	20, 30, 37
Bomb	145
Bounce off ground	36
Break	34
Break (during Counterattack)	33
C	
Cassandra	50-53
Cave in	36
Cervantes	54-57
Chapter (Weapon Master)	146-151
Character Profiles	11
Character, selection of	24
Charging (holding)	35

Keyword	Refer to page
C	
Charging attacks	35
Choice of character	24
Collapse	36
Collection History	163-165
Combat drill	30-41
Combos	See individual character
Command List	29
Controller settings	6-7
Controller, how to hold	25
Costumes, additional	158
Counter	33
Counter-	45
Counter+	45
Counterattacks	33
CPU-	45
CPU Level	29
CPU+	45
Crouching	17
D	
Damage	27, 29
Defence	30, 37
Defence techniques	20-21, 30
Delay	35
Delay of attacks	35
Demo Theater	11
Distances	34
Double gold	145
Drawn together	145
E	
Earthquake	145
Energy level	13
Energy level+	145
Escape	21
Escape from a throw	21
Exhibition Theater	11
Experience points	145
Extensive damage after Guard Break	145
Extensive flight damage	145
Extra Arcade	9
Extra Chapter (Weapon Master)	145
Extra Mode	HTP
Extra Practice	9
Extra Survival	9
Extra Team Battle	9
Extra Time Attack	9
Extra VS Battle	9
Extra VS Team Battle	9

Keyword	Refer to page
F	
Fall back	36
Fast opponent	145
Faster move	145
Fighting positions	39
Fighting rules	14
Fighting tips	See individual character
Fire	145
Flattened	36
Flattening	36
Floored	36
Flying impact	36
Free Style Setting	27, 28
G	
Game modes	8-11, 158
Game screen	13
GB	15
GI	15
Gold	145
Ground damage	145
Ground KO	145
Guard Break	242
Guard Impact	21, 28,30, 37 and see individual character
Guard XX%	45
H	
H	15
Heihachi	60-63
HIGH	15
Hit –XHP	45
Holding the controller	25
Horizontal attacks	34
HV-	45
HV+	45
I	
Ice	145
Information Type	29
Internet	167
Ivy	64-67
J	
Jump	18
K	
Keel over	36
Kick	20
Kicking	20
Kilik	68-71
Knock down	36
L	
L	15
Launch of an attack	32
Learn all special moves	31
Link	72-75
Lizardman	140-143
LOW	15
Lurch (hefty lurch)	36
Lv. (Level)	See Ranks
M	
M	15
Main special moves	See individual character
Maxi	76-79
Menus	8-11
MID	15
Mitsurugi	80-83
Move around	16
Move lists	168-239
Moves, additional features	36
Moves, main	See individual character
Museum	11
N	
Necrid	84-87
Neutral Guard	242
Nightmare	88-91
O	
Only lower part of body visible	145
Only weapon visible	145
Opponent's name xxx%	145
Opponent's recovery	145
Opponent's strikes not blockable	145
Opponent's strikes penetrate cover	145
Opponent's strikes use up energy level	145
Options	12, 29
Original Mode	8
P	
Pitch over	36
Plunge	36
Poison	145
Poison while blocking	145
Positions	39
Practice	8
Practice menu	28
Practice mode	27-29
Practice Options	28-29
Propel back	36
R	
Ranks (Weapon Master)	159
Raphael	92-95
Recovery	21
Recovery (both)	145
Recovery period	33
Reflect XX%	45
Ring Out	14, 145
Rolls	17
Run (during Counterattack)	33
S	
Sag	36
Sand	145
SC A+	45
SC Def-	45
SC Def+	45
SC HP-	45
SC HP+	45
SC Spd-	45
SC Spd+	45
SC+	45

Keyword	Refer to page
S	
SC++	45
Screen display	27
SCXUB	45
Secret routes in the Weapon Master mode	162
Selecting a character	24
Self-recovery	145
Seung Mina	96-99
Shop	10, 156-158
Sidestep	16
Sidestep (during Counterattack)	33
Skid away	21
Slippery edge	145
SM	15
S-MID	15
Sophitia	100-103
Soul Charge	18, 30, 39
SP	15
Spawn®	104-107
Special move lists	168-239
Special moves, additional features	36
Special moves, main	See individual character
Spin	36
ST	15
Stagger	36
Stagger back	36
Standard attacks	19-20
Standard moves	16-18
Strategies	See individual character
String	39
String of attacks	39
Stronger thrust xx%	145
Stun gun	145
Subchapter (Weapon Master)	152-154
Survival	8
T	
T	15
Taki	108-111
Talim	112-115
Team Battle	8
Throw	15, 20
Throws escape	21
Thrust off	21
Time Attack	8
Tips	See individual character
Title screens, various	161
Training tips	40
Training Type	27, 28
U	
U	15
UB-	45
Ukemi	21,30, 37
Unblockable	15
Various title screens	161
Vertical attacks	34
VH-	45
VH+	45
Voldo	116-119
VS Battle	8
VS Team Battle	8
W	
Wall damage	145
Wall Jump	18, 30, 39
Weapon Gallery	11
Weapon Master	10, 144-159
Weapon Master mode, secret routes	162
Weapons, additional	156-158
Wind	145
Wind from above	145
Wind from below	145
www.authorisedcollection.com	167
X	
Xianghua	120-123
XX% damage	45
Y	
Yoshimitsu	124-127
Yunsung	128-131

Additional Explanations

Air Recovery	Refers to your ability to carry out an attack in the air and yet still land on the ground on your feet and not to hit the ground hard with another part of your body.
Autoguard	Refers to a special move whereby certain attacks are automatically blocked while launching them.
Buffering	Refers to entering a new attack while another attack is already in progress. The attack which has been entered is stored and carried out immediately afterwards.
Combo	Means that attacks will follow each other directly, which the opponent cannot block. "Real" Combos can generally only be carried out in the air when the opponent doesn't have any chance to go on the defensive (Mid Air Combos).
Counter / Counterattack	Refers to an attack which takes place as the opponent is launching his own attack. As your opponent is vulnerable at this moment, a Counterattack will cause more damage than is otherwise the case, and may result in further implications depending on which special move has been carried out. See also page 36.
Damage	Each hit will inflict a certain number of damage points upon the opponent which will, in turn, reduce his energy level.
Guard Break	Applies to the feature of a special move which penetrates an opponent's blocked defence.
Juggle	If the opponent is hit while in the air and hurled up again, you refer to it as a Juggle. These types of Combos are also known as Juggle Combos or Mid Air Combos.
Mid Air Combo	A Combo in the air, which the opponent is unable to block.
Neutral Guard	Some games allow a "neutral block" where you will not have to press any button in order to block. It's possible to set this as (Neutral Guard) in Soulcalibur II (under Options).
Quick Roll	If a character falls to the ground, he can usually roll to the side in order to avoid a follow-on attack. This is termed a Quick Roll.
Unblockable	An attack which cannot be fended off by a block but by means of a Guard Impact.

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